THE ONLY MAGAZINE WITH A PLAYABLE PLAYSTATION 2 DEMO DISC

ZIFF DAVIS MEDIA

MAY 2002
ISSUE 56

OFFICIAL U.S. PlayStation MAGAZINE

PLAYABLE
PS2 DISC INSIDE

- HOT SHOTS GOLF 3
- REZ
- SSX TRICKY
- BALDUR'S GATE
- JAK & DAXTER
- PLUS! SPIDER-MAN

PS2 ONLINE IN AUGUST!
FULL DETAILS INSIDE

VIRTUA FIGHTER 4
HOW TO BEAT EVERYONE

Official U.S. PlayStation Magazine Issue 56 (May 2002)

YOUR VOTES FOR GAME OF THE YEAR

GAME & MOVIE EXPOSED!

SPIDER-MAN

31 WORST GAMES EVER
WANT TO AVOID A LEMON? MAKE SURE YOU READ THIS!

AERIS IS ALIVE AND WELL!
IN SQUARE AND DISNEY'S KINGDOM HEARTS

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PlayStation 2
THERE GOES THE COUNTRY CLUB.
HOT SHOTS GOLF 3

Hackers, rejoice. The game of golf just got more interesting. Welcome to Hot Shots Golf®3. Play a whole round from sun up to sun down with realistic atmospheric conditions, fairway lies and ball spins. Or, compete against players from around the country in National Tournament mode.

All without finding yourself waiting to hit behind plaid pant wearing, slow moving rich guys named something-something the third ever again. A place where caddies talk trash on the greens and no tee times are ever required. Hot Shots Golf 3. Golf for the people.

MATURE
M
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BLOOD AND GORE
VIOLENCE
EIDOS
INTERACTIVE
CRYSTAL DYNAMICS

Be Still Thy Beating Heart

– Kain

You're sure to be floored by Kain's brand of open heart surgery and skillful head removal

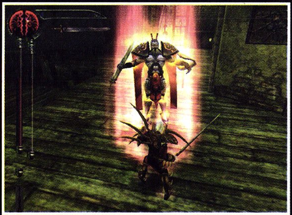
- EGM

This game is intended for mature audiences ONLY.

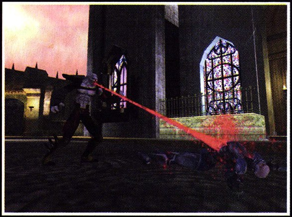
XBOX

PlayStation®2

Kain returns to video gaming's
high–throne of bloodthirsty bad–asses.



When battle–ax and sword edges dull, Kain turns to
Dark Gifts such as rupture and possession.



Whether in pursuit of power or just for the thrill
of the kill, Kain's lust for blood is inspiring.

THE LEGACY OF KAIN SERIES

BLOOD OMEN 2

www.LegacyofKain.com

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We're better
Are

We've been hard at work in the off-season improving our game. The payoff – High Heat™ Major League Baseball® 2003 is a quantum leap forward in graphics and animation. Player movement looks fluid and life-like. There are seven new gameplay modes and highly realistic audio. And we were already rated the #1 baseball videogame by numerous sources, including GamePro and the Official PlayStation Magazine.

- ★ **Newly enriched audio** with hecklers, vendors and dynamic stadium announcers.
- ★ **New gameplay modes** include Home Run Derby™, Fantasy Draft, Batting Practice, Stand Alone Playoffs, Create A Player, Player Editor and Two On Two Showdown™.
- ★ **New action** includes a superjump at the wall to snag homers, and tons of player celebrations and frustrations.

EVERYONE
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PlayStation 2

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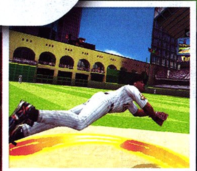

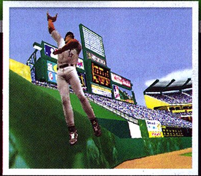

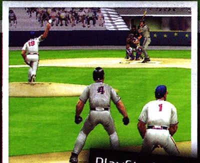

"High Heat (PS2) has risen above and is now the best baseball game on the market."

— Official PlayStation Magazine May 2001

"High Heat Hits Grand Slamwith PS2 Debut."

— GamePro May 2001

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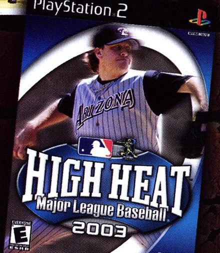
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Online gaming at last...but 10 months late

John Davison
Editor in Chief

We must have received hundreds, no, *thousands* of e-mails in the last year asking about the elusive online plans for the PS2. After it was announced that we'd see things in November of last year, the month and then the year itself slipped by with anyone involved seeming to completely deny that anything had been announced previously. "What? PS2 online? Nah...you must be thinking of someone else." Each month since, we've diligently tried to piece information together for you, but it was all very slow-going. Plausible denial seemed to be the strategy of choice from our friends at PlayStation HQ.

On Thursday, March 7, though, SCEA finally let us all in on the big secret. Come August, the potential for our PlayStation 2 experience will be very much different. Instead of just expressing yourself through e-mails and messageboard posts, you'll soon be able to challenge people to a duel from anywhere in the world. Judging from some of the interactions we've witnessed lately on www.playstationmagazine.com, I'd hazard a guess that there'll be some fights to the virtual death and much more.

Of course, the next bunch of questions we'll all be asking have to do with what games we're likely to see. As we go to press, very few have been formally announced. We know that Sony itself will be leading the charge with the squad-based combat game SOCOM, as well as an online implementation of Twisted Metal: Black. Beyond that, you can look forward to Tribes, Final Fantasy XI, Tony Hawk 4 and many more to come.

About our contributors

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This multimedia superstar not only works for us, but she makes TV shows, produces rock videos, animates and illustrates, makes great Web sites, and somehow finds time to game and after that, sleep. Amazing.
www.zoeflower.com

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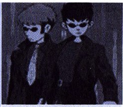
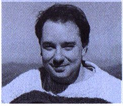
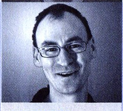
For the past decade John has been reviewing games for *The Washington Post.* He has a game column and covers the convergence of entertainment and games for *The Hollywood Reporter.* He also writes for *Wired, Cinescape, PC Gamer,* and contributes to E! TV and NBC.



PENNY ARCADE
They make us laugh, and we're tough critics, so we figure they make you laugh, too. After reading this month's strip, shoot over to their Web site for more. Once there, have the foresight to order their new book.
www.penny-arcade.com

JOHN SCALZI
A writer for the *Chicago Sun-Times,* the *San Diego Tribune, New York City* magazine and the *Fresno Bee,* John brings considerable knowledge to our media pages. If you don't visit his site at www.scalzi.com, bad things will happen.





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www.csports.net

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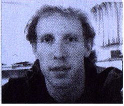
www.spiderfan.org



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Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

EARLY CHILDHOOD RATING
Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE RATING
The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up. E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY RATING
The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

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TOP GAMES OF THE YEAR
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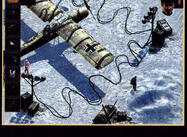

COMMANDOS 2

MEN OF COURAGE

IT'S WWII ALL OVER AGAIN.

TEEN
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Blood
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PYRO STUDIOS

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PlayStation 2

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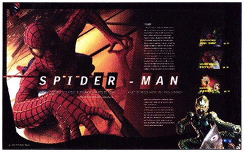

Spider-Man • 84

If you don't know everything about Spider-Man, brace yourself. Not only do we dive behind the scenes for his silver-screen debut, but we've got facts upon facts about Webhead's latest video game. Plus, a quick history of Spider-Man's biggest comic-book moments.

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OVER 900 GAMES RATED • 16 PAGES OF TIPS & SECRETS

He does whatever a spider can, and we cover every inch of it. From comics to video games to the silver screen, Spider-Man is a hot commodity. You've seen the movie, so what's the game going to be like? Find out here.

Connection Established

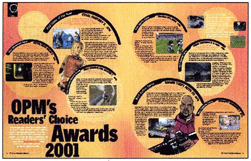
Finally! PS2 goes online • 26

If we would've held our breath (we have), we'd have passed out (we did). But finally the wait is over. In August we will be playing PS2 online. And so will you. Read all about it right here.

Beating VF4 • 106

VIRTUA FIGHTER 4: KICK ASS

You've decided it's time to stop with the button-mashing and really become a VF4 expert? We were hoping you'd come to your senses. That's why we've detailed ways to beat the PS2's latest fighter.



Readers' Choice Awards • 32

Take a fast glance at last year's crop of games. Title after title, game after game. It's mindblowing, isn't it? There have just been so many must-have games in the last calendar year. Now find out what you and your fellow readers chose as the best in our readers' choice awards.

WORST GAMES EVER

The Dirty 31 • 40

During our time with the PS one we've reviewed nearly 800 games. Within that time there have been more than a few true-blue clunkers. Thirty-one to be exact. We show you the worst games the PS one has to offer in this must-read/must-avoid feature.

SPIN

26 Online At Last
It was supposed to happen last year. And didn't. Finally, the wait is nearly over. Find out when.

28 In Bloom
Zoe Flower returns with her unique take on games.

28 Namco Surprise
Namco's got some big news. The good part? They only told us.

28 Calendar

32 Your Choice
We gave you the list of candidates and you picked the best games of the year. Find out the winners here.

36 Rental Roundup
It's a fact of life: Not every game is worth $50. Find out which ones to rent.

40 Ugly Ducklings
Find out the 31 PS one games that you were a genius to avoid.

44 Curt Schilling
A chat with World Series MVP and sure-fire Hall of Famer Curt Schilling.

44 Onimusha 3

46 Kojima's future
What does the creator of MGS2 have in mind for the future? Wouldn't you like to know.

46 Dream Cast
State of Emergency gets a casting call.

46 What Ever Happened to...
The Lost.

48 Toy Chest
Toys. Toys. Toys. Got it?

50 The Watchdog
John Scalzi tells the youth of America how to get their hands on M-rated games. Sort of.

50 Penny Arcade

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The early days of Conspiracy before Airblade and Burnout.

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REGULAR BITS

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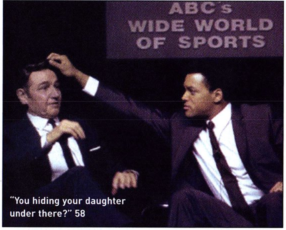
The world is aching to get a crack at Hot Shots Golf 3, so we decided to let you. Sound good?

Input • 18
This month we feature a letter about Zoe kicking men in the junk. Write us: **opm@ziffdavis.com**

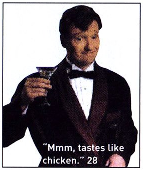
Spin • 26
Last month it was reported that there was just too much great stuff in Spin. Suck it up.

Replay • 104
Dust off those games you haven't played in awhile. You're going to need them to fully enjoy Replay.

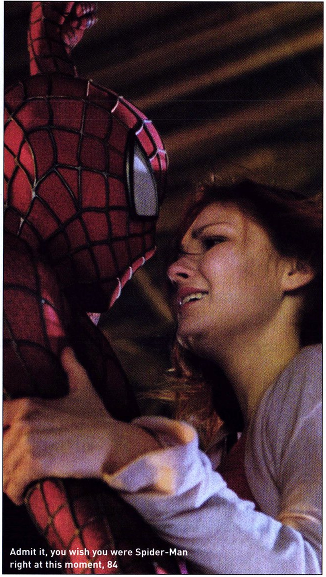
P.S. • 120
Don't cry to your mommy if your favorite game didn't win an award. We did our best to make fun of that exact game in P.S.



"You hiding your daughter under there?" 58



"Mmm, tastes like chicken." 28



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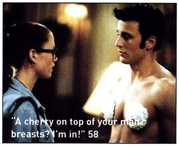
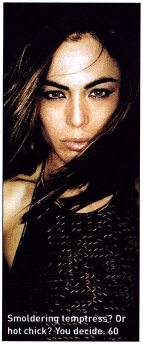


"A cherry on top of your man-breasts? I'm in!" 58



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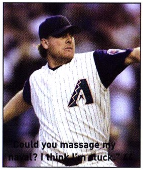

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FORE!

This month we decided to try a little something new. We sat down with the demo and came up with a few challenges for you. Sorry, we can't offer any prizes for pulling these off. But you will get mad cred on the message boards.

PlayStation UNDERGROUND

Official U.S. PlayStation Magazine
Issue 56
PlayStation 2

BALDUR'S GATE: DARK ALLIANCE

THE DETAILS: You start the demo at the start of the first level. You're underequipped and vulnerable; your best bet is to use your Burning Hands spell with wild abandon.

HAVE YOU TRIED...

...collecting 130 Gold before time runs out? The demo gives you about 12 minutes' worth of play, so time yourself. Watch out for those barrels of TNT.

...prolonging your game by never coming to a stop? Apparently the demo won't boot you out after those 12 minutes until you stop moving. It's harder than it sounds, though; it basically requires you to never allow the analog stick to center. Give it a try.

JAK AND DAXTER: THE PRECUSOR LEGACY

THE DETAILS: You're given one level—Misty Island—presented more or less in its entirety, but you're also slapped with a 15-minute time limit. So hurry.

HAVE YOU TRIED...

...getting all eight Power Cells within the time limit? The best way to trim off time is to nab the Sculptor's Muse in the shortest time possible. A rolling jump (R1 or L1 while moving, followed quickly by X) moves Jak most quickly.

...getting all 150 Precursor Orbs on the level? This should be a *little* easier than getting all the Power Cells. Remember that blue Eco makes you run faster.

SSX TRICKY

THE DETAILS: This demo of the fantastic extreme-sports masterpiece offers you a choice between two courses (Garibaldi or the newly revised Snowdream) and two boarders (the sultry Elise or the afro-sporting Eddie), which is pretty nice. Too bad the courses time out before you reach the end. Luckily, you can replay to your heart's content without having to quit back to the main menu.

HAVE YOU TRIED...

...performing a single trick worth more than 12,000 points? Here's a hint: Combos count, and so does big air. Yes, it is possible. We've done it ourselves.

REZ

THE DETAILS: The demo starts where the game starts, giving you some time to get used to the controls before the tempo really starts to ramp up. Relax and enjoy the trip.

HAVE YOU TRIED...

..."evolving" into the Lotus position? You'll need to fill up the blue meter three times to get there; that's a grand total of 24 power spheres. Your best bet if you want to earn one of these is to take out an entire wave of enemies quickly, preferably in one shot. Oh, and don't hit that camera-looking thing that transports you to the next level; just ignore it and it'll go away, leaving you free to take on more enemies.

HOT SHOTS GOLF 3

THE DETAILS: You'll get a chance to play the final three holes on Aloha Beach Resort, with your choice of Tiffany, Jonnie or Pete (all first-level characters) as your golfer.

HAVE YOU TRIED...

...bouncing a shot off the cement around the swimming pool on the 16th hole? Pick Pete for his power, hit Square for extra distance, and see if you can bounce it back out and onto the fairway.

...getting a hole-in-one on the 17th hole? You'll want to shorten up a bit; try using your 8-iron instead of the 7 (unless the wind is blowing strongly toward you), and make sure you press down on the D-pad to put some backspin on the ball

BUT WAIT, THERE'S MORE!

VIDEOS
Spider-Man
Barbarians
Jak and Daxter: The Precursor Legacy

EXTRAS
Spider-Man Trailer
Music Video: Mushroomhead, "Solitaire Unraveling"
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STORIES
SOCOM: Navy SEALs
Drakan: The Ancients' Gates
Fatal Frame Press Event

COOL MOVES
Kinetica
Baldur's Gate: Dark Alliance
SSX Tricky
Tony Hawk's Pro Skater 3

DOWNLOADS
Devil May Cry
Batman: Vengeance
Max Payne

CELEBRITY GAMER
Raymond Hererra of Fear Factory

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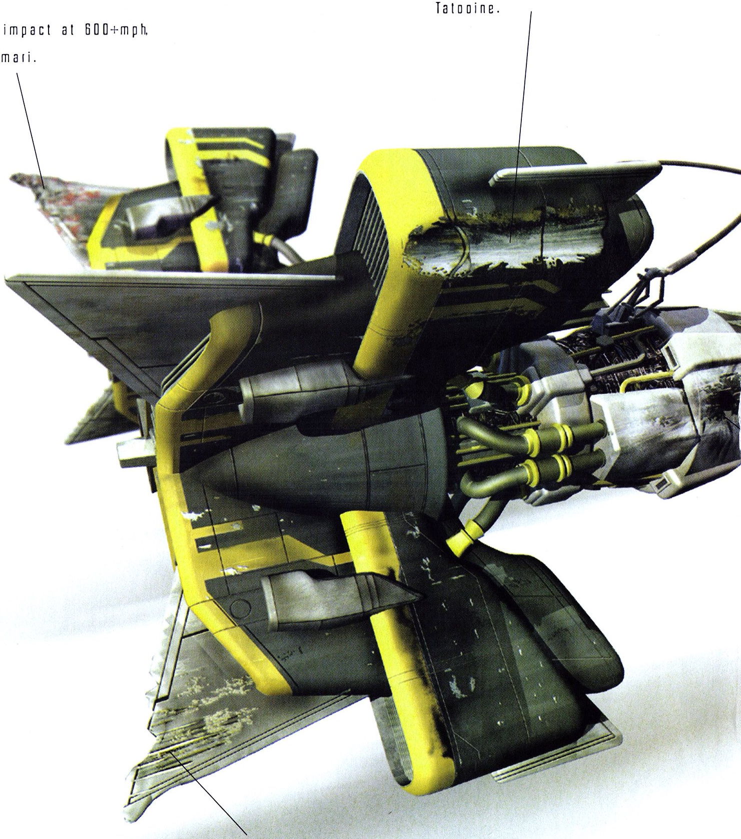
Shrapnel impact at 600+mph, Mon Calamari.
Swapping paint with Skywalker, Tatooine.
Turbo-boost slice between canyon wall and Oud Bolt, Sullust.
PlayStation 2

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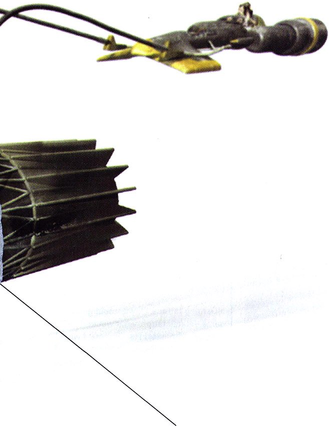

Tusken Raider target practice,
Badlands.

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LEAD 0:11.35
HITS 11
POS 8/8
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TEMP

LAP 2/3
LEAD 0:19.26
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335
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POS 6
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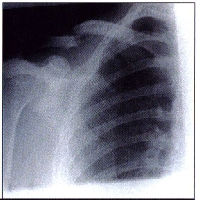

Letter of the Month

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of nifty goodies from all your favorite software companies.

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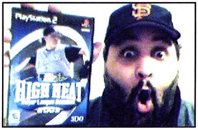
Hot for High Heat

Here's the wind-up, Schilling kicks and deals—*Crack!*—Bonds sends a screaming line drive over the right-field wall for a three-run homer! The crowd goes wild, and so do I for High Heat Baseball 2003 on the PS2!! What a great game, the best all-around baseball on any console past or present. 3DO took last year's great-playing High Heat, gave it a much-needed graphics overhaul, and presto: a masterpiece is born. I truly am in heaven. HH2003 has realistic player animations, fantastic gameplay, fast loading, faster play and excellent play-by-play. What more could you possibly want from a baseball game?! This baseball game has commandeered an "extreme takeover" of my game-playing time. Alas, shed a tear for all my other neglected games (*sniff*). I still may be a slave for EA, but do me a favor and tell them I'm not buying Triple Play this year.



Ray Taylor
raytakezo@hotmail.com

Ray, we'll tell you this much...you're not going to want to buy Triple Play, we promise. Thanks for the photo. Not sure why you sent it, but...well, how could we *not* run it?!

Straight Query

I am a new subscriber to *OPM* and I like it a lot, but I need to get one thing straight: Is Gary Steinman bisexual? In issue 53 in the Final Fantasy X review there's a list of seven things. On numbers three-six it sounds like he is straight, but number seven says he is attracted to Tidus! Please explain.

Dan Paulson
kanewolf@yahoo.com

Telling you would destroy the mystery.

QUESTION OF THE MOMENT

Last month we asked what you think of State of Emergency. Next, tell us what you think of Sega's Virtua Fighter 4. E-mail us at OPM@ziffdavis.com Mark your notes "VF4."

Please, don't waste your time with this mess. Buy GTA3. If you already have it, then buy another copy.

Regal700 @aol.com

There are a lot of games that are pointless, but SOE exaggerates this point beautifully. I'd rather watch an old Japanese kung-fu movie from the 1970s with bad voice dubs than play SOE—it's that boring.

IZMatt18 @aol.com

I think SOE is a real good game. In fact, I think it deserves at least a four-disc rating. Yeah, the controls are a bit weird, but you get used to it.

Drummerwithpoin tblank@webtv.net

Please give credit where credit is due and it is due to my 3-year-old son Christian! He is a hardcore gamer!

Next to playing outside, my son's favorite thing to do is game. Christian and I love to play together and compete together, mainly in racing games like GT3, ATV, SSX and our newest acquisition: Rocket Power (mainly for him). Anyway, just recently my girlfriend (Cami) and Christian were in an intense Rocket Power snowboard competition (Christian of course was hitting all the gates and Cami was not). When going into the last hairpin turn, Christian was leaning (physically) very hard into it and fell right off the ottoman he was sitting on. He landed shoulder-first on the hardwood floor and we thought he had broken his collarbone. He immediately began to scream in pain and as I went for him, in the middle of gasping, he said "WAIT," and with his left hand grabbed the controller and hit pause before going back to crying.

The crying subsided after about 20 minutes and he tried to resume the race, but he had minimal use of his right side and it required a hospital visit. After a lengthy visit with the doctor, it was determined that it was a severe stone bruise (no broken bones). Some pain medicine and a McDonald's chocolate shake and we were on our way to recovery. Christian could not lift his arm over his head for three weeks. This did not deter him from playing though; he just made sure he was centered on the ottoman instead of the edge! He truly is a hardcore gamer!

Todd and Christian Morris
Greensboro, N.C.

Gamers are talking about...

OPM's monthly roundup of hot topics, gathered from e-mails, message boards and chat rooms.

- **Kingdom Hearts.** We have a feeling the debate about this one is going to rage way past the release of the game. "So Disney and Squaresoft have agreed to make an RPG with all of the Disney characters and some Squaresoft characters, Including some from FF7,8,9,10 and Xenogears? That's just wrong. I know you RPG gamers are excited, but that's just bizarre. Goofy and Squall don't go together," **Bensics** posted. "Woah! I didn't know that Squaresoft characters were going to be in it.... can anyone else confirm this?" **Dante_Sparda** responded. "There better not be a Squall. I will be so mad. To see him in the same game as Mickey Mouse..." **bluedragn85** raged in response. At least it wasn't all negative, though (for the record, the entire team here at *OPM* is completely enamored with the game after seeing a demo recently...it's gawd-jus). **ZidaneX** enthuses, "I think the game looks awesome, I mean having Donald on your side! And probably their summons are gonna be like...um hmmm...Dumbo or Jumbo, or whatever that elephant is called."

- **Gaming tattoos.** "If you could get a game-related tattoo, what would it be?" asks **grandmasterkris**. "For me, I would possibly get the Ragnarok from FFVIII." A number of replies revealed some interesting tastes. "When I get a job that wouldn't frown upon it, I plan on getting the B and A buttons from NES or Game Boy tattooed on my neck. At least, that's what I tell myself," **oralb808** said jokingly (at least we think he's joking). "I have two game-related tattoos," **Telka** tells us. "Both Final Fantasy, actually. I have the Mog summon from Tactics on my leg and Stiltzkin from FFIX on my back." Sounds painful. "All of my tattoos now are of women," **Technocrat** interjects. "I was thinking that Lulu would fit in quite nicely with the rest of mine. But the only good places left are the insides of my arms! Seems such a shame to put that ultra-hot babe next to my stinkin' armpit."

- **Girl Gamers Unite.** "I am a girl gamer," **Fireglobe** proclaims. "Like it matters what gender you are. I still haven't figured out what it is with guys looking for girl gamers. I believe that if you are a 'gamer,' then it does not matter what gender you are." **Forbidden_Nyght** responds, "I guess we're still a novelty though; no one expects a girl to play video games. It's kinda silly though. Everyone I know thinks that girl gamers are either lesbians or girls who play crap like Barbie.... I don't think we should spend our time worrying about it, and just all enjoy the games, no matter our sex. The video games don't care what sex we are, so why should other people? I know it's a kinda optimistic view."

ルール
独特の
ゲーム
新感覚の
19
8
BRIAN McBRIDE
20

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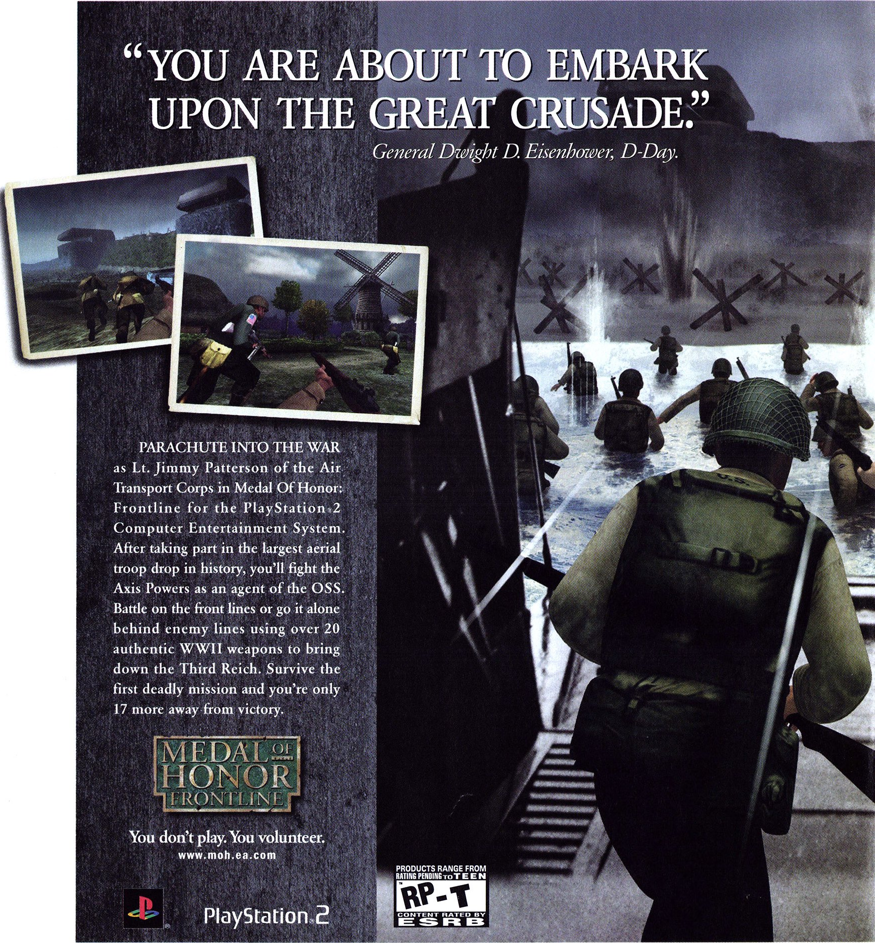

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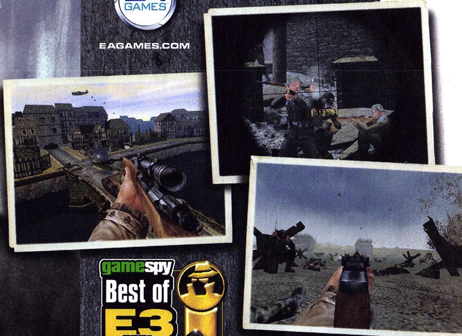

gamespy Best of E3 2001 Action

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> "Violence in video games is nothing compared with the light, casual attitude toward genital-kicking."

A Sensitive Area

I was just reading the March issue of *OPM*, and I came across something that disturbed me a great deal. In Zoe Flower's column, she quite casually referred to wanting to kick a reporter swiftly in the pants.

I'd just like to let it be known that comments like those are not to be taken lightly. I don't think women understand the sheer sensitivity of the male groin area. Even just reading about kicking it, or talking about it, brings about an unpleasant sensation. I think most guys would understand this.

Violence in video games is nothing compared with the light, casual attitude toward genital-kicking. I think more taxpayer dollars should be focused on raising awareness of male sensitivity. I also believe that threats toward men's loins should be considered sexual harassment and/or assault.

Any guy knows that you just don't hit another guy in his package, as much as he may deserve it. There are other ways to release one's aggression. Please tell Ms. Flower that there are other ways to get her point across.

Jon Blitt
dukeofspades@hotmail.com

We mentioned this to Zoe, and she kicked us swiftly in the junk. Thanks, bud.

FFX Consumer Durables

After a good deal of observing the game Final Fantasy X, I came up with a list of products that should be marketed. Maybe I'm on to something. Or maybe I just have too much free time. Either way:

Lulu's Pushup Bra: Get all the cleavage you desire! Now you, too, can look as if you are going to fall right out of your dress! Comes with convenient inside pockets for storing useful items such as potions, ethers and phoenix downs.

Wakka's Super-Strong Hair Gel: Keep the quail-like sproingy thing on top of your head in solid place even while participating in underwater sports. CAUTION: contains cement.

Tidus's Chest Wax: Are you a man who often wears little half-shirts that expose your chest? If so, this is the stuff for you. Keep your chest looking smooth without the nicks and cuts of shaving. May not be good for men who wear necklaces, as it sometimes causes jewelry to stick.

Rikku's Contact Lenses: Now you can have freaky little no-pupil swirly-like eyes too. Amaze your friends! "No, I'm really not drunk! Look at me walk in a straight line!"

Yuna's Boyfriend Manual: In this 500-page book, Yuna explains how to land a man. Includes tips on how to talk like you are hooked up to life support (guys find that sexy! Really!) and chapters such as "How do I get him to kiss me? Just start bawling!"

Keep an eye out for Auron's Coat-Sling, Kimahri's Super Glue and Jecht's *How to Act Like a Pro* in stores soon!

Senna Hathaway
stenciledteardrop@yahoo.com

Missing the Xenopoint

Xenosaga will not be a good game, largely due to the fact that this game, or the rest in the story, I suppose, will have nothing to do with the original game. To not include the story of Xenogears (probably one of the deepest games I've ever played) and the characters we love will spell disaster. How can you even consider a game like this without Doc? I can understand Square's wanting to protect its own games, but then for these idiots at MonolithSoft to decide that they will publish a "sequel" to Xenogears is utter insanity—without including any of the story elements or characters from the game. I'll pass on Xenosaga, and anything else that MonolithSoft decides to do. What's next, the unofficial sequel to FFX?!

Nick Haskins
via the Internet

It's a prequel, not a sequel. In Xenosaga, the events of Xenogears haven't happened yet.

Gitaroo Hatred

I...hate...Gitaroo Man. That demo has just made me throw a foot bag at the screen about 20 times, hurting my already hurt shoulders. This game is not for the lazy, and most of us are. Sorry, I got bored and mad at the same time there.

Kit Jones
da_bomb_88_07@hotmail.com

QUICK HITS

KOJIMALOVE
Did Hideo Kojima ever make any games that just weren't extremely cool or didn't sell?
Paul Tustison
p_tustison@hotmail.com

Probably not.

PA WEIRDNESS
I was going to check out the Web site for Penny Arcade, and I accidentally put in the URL without the hyphen (pennyarcade.com instead of penny-arcade.com). All I have to say is "Yikes." See for yourself.
StealthMantis14@aol.com

Yikes indeed.

SHOW US THE MONEY, ETC.
Do you guys accept bribes from game companies?
raiden083@yahoo.com

Absolutely not! But we do accept large cash donations from readers. Send your hard-earned dollars to us in low-denomination, unmarked bills.

VF4 DEMO
I WANT A PLAYABLE DEMO OF VIRTUA FIGHTER 4.
TheMatrix229@aol.com

Weird, so do we.

MIKE LEAHY'S MOST WANTED

1. For Final Fantasy XI to be a good game
2. (see No. 1)
3. (see No. 1)
4. (see No. 1)
5. I thought seeing No. 1 was getting boring, so see No. 6
6. (see No. 1 *sigh* again)
7. To think of a new thing to want besides No. 1
8. Final Fantasy XI
9. Yay! (Wait, that's not a "want.")
10. For everyone to not send me hate mail for writing such a stupid list.

wooozzy@hotmail.com

E-mail your most wanted list to **OPM@ziffdavis.com**
Mark the subject: MOST WANTED.

Chat With Us at www.playstationmagazine.com!

Wanna chat with us along with other like-minded gamers? Then head over to www.playstationmagazine.com, click on "Talk to the *OPM* Editors Online Now!" and chat it up on the message board. We frequent the board daily, so it's a great place to ask us questions—or to just chew the fat with fellow gamers.

Illustration by Mark Matcho

FORGOTTEN GEMS

Omega Boost was one of the coolest PS one shooters ever released. With blinding speed and addictive gameplay, this shooter/FPS was a great game! I popped it in the other day and I couldn't believe how much fun I had with it!

Max Lords
maxlords@hotmail.com

I consider Tomba! to be one of the most underappreciated PlayStation games of all time *(so do we - OPM)*. Best described as a Platform-RPG, Tomba! combined old-school platforming goodness with the ability to use and equip items. It also implemented the ingenious ability to go into the background, thus doing away with the linearity that is inherent in most platform games. Combine this with the quest aspect, and you have an endlessly replayable game.

Taylor Grimes
spiffsneed@hotmail.com

The Final Fantasy VII Snowboarding minigame: yes!!! The first and only snowboarding game to hold my attention for more than five minutes!!!

Brandon Theolet
guyverarmor87@yahoo.com

Why did everyone miss Raiden Project? I've always loved the Raiden series, and very few ports of it came to the U.S. One of the best arcade shooters ever makes a beautiful translation to PS one, and no one remembers.

Max Lords (again)
maxlords@hotmail.com

Does anyone remember Carnage Heart by Artdink?

Steve Stella
sstella@yorku.ca

Official Contest and Sweepstakes Rules

OPM CAPTION CONTEST Official Contest Rules:
1. No Purchase Necessary: To enter, send an original caption for the designated screen shot via e-mail or on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes" PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Quote Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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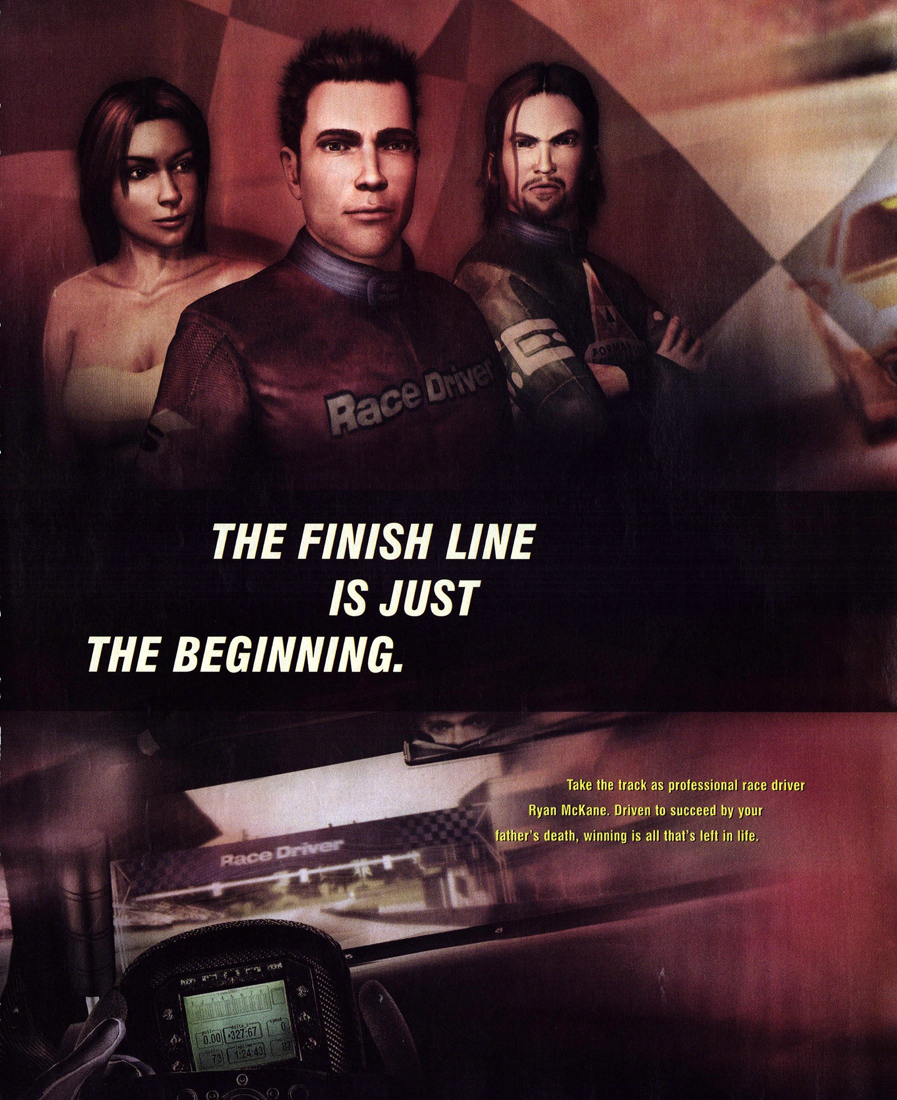
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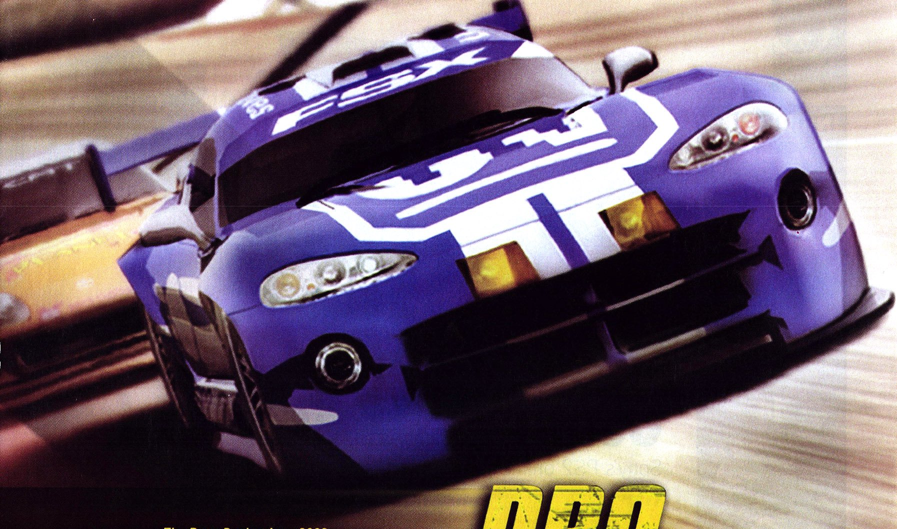
IS JUST
THE BEGINNING.
Race Driver

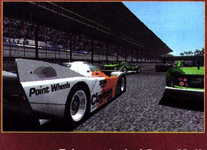
Take the track as professional race driver Ryan McKane. Driven to succeed by your father's death, winning is all that's left in life.

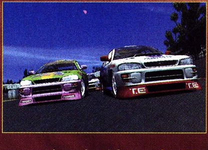


The Race Begins June 2002.

How it Ends is Up to You.

PRO RACE DRIVER™





Take control of Ryan McKane's racing career in an involving movie-style storyline. / Rip up the asphalt in over 40 authentic cars on 38 real race tracks worldwide. / Fight it out in intense pack racing with up to 20 cars on the course at once.* / Experience intuitive handling and super-realistic crash damage and graphics.

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PlayStation 2

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GENIUS AT PLAY

Screen shots taken from PlayStation 2 computer entertainment system game play.

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Connection Established

Sony's PS2 online game plan starts coming into focus

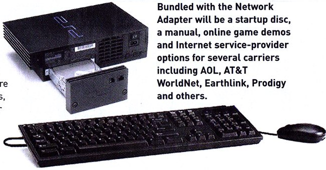
"These are exciting new developments for the evolution of the PS2 and we have been looking forward to this announcement for a long time," Sony Computer Entertainment of America President and Chief Operating Officer Kaz Hirai declared during a recent conference call that detailed SCEA's plans for rolling out the Network Adapters later this year. "We think the gaming community is looking forward to these plans, too."

He's definitely right about that! Ever since Sony missed its original target of last November for the launch of its online initiative, the company became mysteriously quiet on the subject, offering no further updates—not even a hint of when to expect the online games to start coming. And it basically left everyone—us included—to blindly speculate as best we could about when we'd get to play. But all that changed just recently when Sony finally came clean and went on record with the new launch period for the Network Adapter and online games: August 2002.

This August you'll be able to pick up the $40 Network Adapter and one of over 12 launch games.

Yes, that's right folks. This August you'll be able to pick up the $40 Network Adapter, along with any one of over 12 promised online launch titles, and immediately hop online and compete against people across the nation. For real this time.

So why all the secretism until now? Well, because until recently SCEA hadn't finalized the launch plans and it didn't want to confuse gamers yet again with mixed messages and wrong information. But why the delay? Two reasons were cited: SCEA wanted to wait for broadband penetration to reach a certain level within the U.S. before shipping out the adapters, and it took a while longer than expected to get first-party online software up to acceptable standards for the hardware launch.



Bundled with the Network Adapter will be a startup disc, a manual, online game demos and Internet service-provider options for several carriers including AOL, AT&T WorldNet, Earthlink, Prodigy and others.

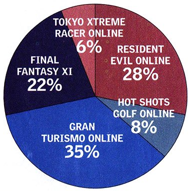
So August is the magic month now. Sony states that its first-party developers will have SOCOM: Navy Seals, Twisted Metal Online and a new version of Frequency ready for the launch, and so far third-party developer Sierra has stepped up to the plate and announced Tribes Aerial Assault for the launch as well. More titles will be announced in the coming months.

Interestingly, the Hard Disc Drive (HDD) won't make it out this August. According to SCEA, none of the games planned for the launch time frame require the HDD. "Once games require the hard drive, we will launch that unit," explained Hirai. So when can we realistically expect the HDD? Most likely by spring 2003, as that's when Final Fantasy XI, which requires the unit, will be released here. Without the HDD, though, it's unlikely that Internet functions like Web browsing will be available, but Sony insists that its first priority is establishing killer online game content, then rolling out Internet functions and offering broadband entertainment such as movies.

SCEA also insists that the Network Adapter won't be for everyone, but rather is a device that will enhance the experience for those who choose to use it. "We're not inter-

GAMERS.COM POLL

Which online PS2 game are you most looking forward to?



RESIDENT EVIL ONLINE AND MORE ANNOUNCED FOR PS2!

So now that we all know when the online games are going to start happening, a lot of you are probably wondering if that $40 Network Adapter is really going to be worth the cash. After all, it sucks to buy a peripheral only to find that there are no games to support it. Now, you've probably heard a bit about Final Fantasy XI and some other stuff like Twisted Metal Online, but is that enough to make it worth the purchase? Well, there's plenty more coming down the pipeline. Don't believe us? Sony recently held a press conference in Japan to reveal some of the games it had in store to get those Network Adapters flying off the shelves.

How about Resident Evil Online for starters? Yeah, you've probably heard that Capcom has kept a handful of Resident Evil titles exclusive to Nintendo's Gamecube, but Resident Evil Online is definitely headed for the PS2 and it will be one of Sony's flagship online titles. Or how about Gran Turismo Online? Polyphony Digital's next GT installment will be fully playable online. In fact, Sony announced a complete list of titles to expect in the coming year or so—and if these don't get you excited, we're not sure what will.

ARIKA
The Dungeon of Druaga
ATLUS
Untitled multiplayer RPG
CAPCOM
Resident Evil Online
Auto Modellista
FROM SOFTWARE
Armored Core Sigma
GENKI
Tokyo Xtreme Racer Online
HUDSON
Bomberman Online
KOEI
Nobunaga's Ambition Online
KONAMI
Untitled music game
Untitled sports game
NAMCO
Ace Combat Online
Untitled adventure game
Namco Sports Online
Clockwork Online
Project Venus (RPG)
SEGA
Hundred Swords
Guru Guru Onsen
Untitled sim game
Untitled racing game
SONY
Gran Turismo Online
Hot Shots Golf Online
Vib Ribbon Online
Arc the Lad Online
SQUARE
Final Fantasy XI
TECMO
Untitled action game

ested in becoming an online-only console," states Hirai, "and we don't want to define the PS2 as an online-only experience. We are looking forward to becoming a mass-market broadband entertainment system with online functionality becoming a big a part of that equation."

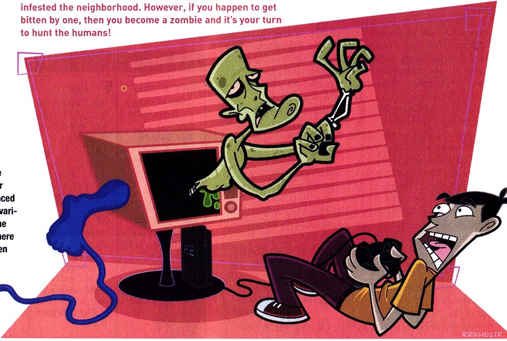
But still, it's good to know that those of us who are dying to play online will be able to do so shortly. And with the Electronic Entertainment Expo (E3) right around the corner, expect plenty of new online game announcements to be made soon. Sony claims that nearly every first-party game in development has some sort of online component to it. For example, Gran Turismo 4 will allow users to download new cars as manufacturers make them available, and future editions of NFL GameDay will feature downloadable player rosters to stay up to date. SCEA also revealed that it has established an Evangelization Fund in order to provide compensation to third-party developers for marketing support and content development for new and interesting online games.

It certainly doesn't sound like Sony is taking this online stuff lightly. And while the company hit a few snags along the way, it seems to be making all the right moves with this network launch (some might say the delay proves Sony's dedication to quality). Sony claims that by making things as easy as possible for the gamer, having a killer line of software, and working with strong partners such as AOL, the PS2 online experience will succeed where others have failed. "The world of online gaming and broadband-based network services, as it currently stands, is not a one-stop experience," pointed out Hirai. "Any company entering this space needs strong partners in various business areas to succeed. With the help and support of our partners, whether on the content or technology side, we will be able to offer online console gaming through PlayStation 2 that is consumer-friendly, and most important, fun."

AMERICAN ONLINE GAMES

Not to be outdone by those in Japan, U.S. third-party developers are also starting to come up with online games for the Network Adapter launch and beyond. Tribes Aerial Assault (above) is the first announced U.S. third-party online game and it comes from Sierra. But a whole variety of other developers such as Sega (with NFL 2K3) and Sony Online (with Everquest Adventures) have stuff coming. Not only that, but there are rumors that EA may even have online support in the next Madden and that Eidos' TimeSplitters 2 may feature online modes as well!

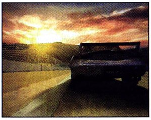
Resident Evil Online puts players in the role of citizens in Raccoon City. The objective is to fight off zombies that have infested the neighborhood. However, if you happen to get bitten by one, then you become a zombie and it's your turn to hunt the humans!



SONY REVEALS PS2 GREATEST HITS PROGRAM

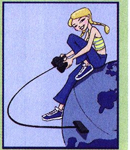
The time has come for the PS2 Greatest Hits. You're familiar with the PS one versions, of course—you know, the discounted releases of old hit games with a much-maligned green "PlayStation" label down the side instead of a black one.

Sony has finally announced its plans to extend the program to PS2 titles, with Dark Cloud, Gran Turismo 3, Twisted Metal: Black and ATV Offroad Fury (which, incidentally, will soon see a sequel) as the first games you might want to pick up at $24.99. Third parties are welcome to join in the fun, too, as long as their games meet the designated criteria: nine months on the shelf beforehand and 400,000 copies sold. The first third-party game announced? Red Faction. No word yet on whether the infamous green stripe returns for the PS2 Greatest Hits.



Tekken and State of Emergency Movies
It's official! Two of PS2's biggest games are getting movies. New Line Cinema has its *American Pie* producers working on a State of Emergency flic and Crystal Sky is making a $60 million live-action Tekken film.

ZOE'S WORLD



It's been another four days without my PS2. I feel irritable, as if my eyes are itching from inside my head. Sometimes I wake up in the night from a nightmare that I'm away from home and somebody else is using MY controller and MY console. I'm starting to think I have some issues. Withdrawal perhaps? I'm hearing noises I could swear only come from my PS2. That little start-up hum…I HEAR that while I'm in the field shooting an interview! You see, in the past few months I have been producing a TV series that happens to come with a nomadic lifestyle; something a console doesn't quite fit into.

I'm all packed up for a 12-day trip to a mountain that probably won't have Internet access or a computer terminal for that matter. I've got my trusty laptop for work, a DVD player for the long flights, MP3s for my listening pleasure, and even a GBA (Game Boy Advance for you PS2 loyalists out there. Don't be mad that I play outside the Sony world. Tell them to invent a decent handheld). The digital world has given me the power to work and play from anywhere in the world. Sadly, my poor PS2 is sitting at home being molested by rowdy men or being forced to act as a simple DVD system until I return home.

Take it with me you say? Yeah, you try to carry a PS2 and a pile of games past foreign airport security, along with said laptop, DVD and MP3 players, not to mention the camera, tripod, lights and sound gear complete with an obnoxious number of cables. Being a sweet and innocent blonde will only get you so far before you're quarantined for being a) some sort of dirty underground cyber-trafficking digital drug dealer or b) a cybernetic being from another planet (I am Zoe of Borg. Resistance is futile). Besides, digital information may be weightless but the machines that access it aren't exactly light as a feather. I'm afraid I'll develop a hunchback by the end of the year.

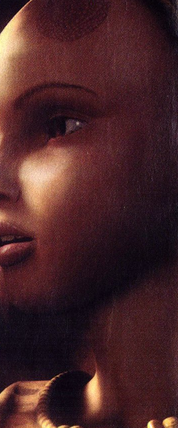
With the rest of our digital world playing the portable game, what will happen to consoles? With our wireless New World and the burgeoning business of online play, PS2 looks to be joining the fray. But to use my console online, won't I still need access to said console? The one that's sitting 2,000 miles away? Which makes me wonder at what point will online play surpass the concept of what defines a gaming console? Because, for all the whining over my console's portability, you can bet that I still look forward to getting home, blowing away the dust, and sliding a new game beneath its sleek black cover. It's my own personal experience, not shared by millions of surfing strangers sharing bandwidth.

My next trip will be a 15-day trek around Nevada and California. I'm quite sure the local Blockbuster can help combat the withdrawal symptoms (it's a pain when I go to look for something in my bag and try to scroll through a Metal Gear-style item list). And after two weeks on the road, my PS2 will be awaiting with a shiny new copy of Tekken 4, perhaps. The laptop and DVD and music and camera gear can return to gathering their own dust, and I'll know I'm finally home.

Zoe Flower is a multimedia superstar. If you want to chat with her, look for her on the *Official U.S. PlayStation Magazine* forum by clicking through from www.playstationmagazine.com. Look for the user ID ZOEFLOWER. Also, check out Zoe's own Web site, www.zoeflower.com.

NAMCO SURPRISES

New-release info from one of PS2's biggest developers



With almost monthly previews of games like Tekken 4 and Soul Calibur 2, we seem to be covering Namco a lot these days. But how can you blame us? The company just continues to dish out great PS2 software. And with a lot of stuff going on behind the scenes these days at Namco, we decided to give you a little overview of what to expect from them in the coming year or so.

First off—and likely what has us most excited aside from Namco's online games mentioned on the previous two pages—is the news that Ridge Racer 6 will be hitting Japan this November. No Ridge Racer has disappointed us thus far, so we can't wait to get our hands on this one. When can we expect a U.S. version? Early 2003 is sounding quite likely.

Soul Calibur 2 is already starting to go on test in select American arcades and a home version hits Japan in October. Namco insiders have hinted that we can expect the game here in early 2003 as well.

Another Namco title that's been kept very secret thus far is Axis (shown here). It's a game that is being developed in tandem with a CG movie of the same name, and it stars a girl lost on a mysterious planet (voiced by Kirsten Dunst). Interestingly, since Chaman Productions (the co-partner in the project) is working on the movie and game in two French locations, and Namco is working on the game from its Japanese offices, the two called upon NXN Technologies to build a high-speed server to transfer all of the over 120,000 images being generated for both projects. Sounds like a massive undertaking.

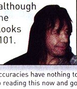
Other recent Namco revelations: The company is working on a port of its arcade lightgun shooter Ninja Assault for the PS2 as well as developing the new shooter Time Crisis 3. And for RPG fans, Namco confirmed a new Tales of Destiny for the PS2. Not surprisingly, for racing fans Namco also has Moto GP3 in the works. And good old Mr. Driller is said to be making an appearance on the PS2 soon too.

In terms of U.S. releases, we do have some bad news. Microsoft did indeed sign a contract with Namco to get exclusivity over Dead to Rights for three months, so we PS2 owners probably won't get to see it until August. But we'll still be getting Tekken 4 and Xenosaga, both around September. But before that, Pac-Man Fever, which features a whole bunch of Namco characters in a bunch of mini-games, should hit this summer.

Dead to Rights

Soul Calibur 2

APRIL CALENDAR

3 WEDNESDAY • **Eddie Murphy** is 41, **David Hyde Pierce** is 43, **Alec Baldwin** turns 44 while **Marlon Brando** celebrates being 78.	**5** FRIDAY • **High Crimes** with Morgan Freeman and Ashley Judd in theaters. 	**7** SUNDAY • **Russell Crowe** shares his 38th birthday with **Jackie Chan**, who's looking surprisingly good for 48.	**10** WEDNESDAY • **Haley Joel Osment** is 14, **Mandy Moore** is 18, Steven Segal is 50, and **John Madden** celebrates 66 with a six-legged turkey.	**12** FRIDAY • **David Letterman** negotiates his way to 55. **The Sweetest Thing** with Cameron Diaz and Christina Applegate hits theaters.	**12** TUESDAY • **VIP, Worms Blast, Rayman Arena, Headhunter, Spider-Man** and **No One Lives Forever** are in stores today.
18 THURSDAY • **Conan O'Brien** is a year away from 40 and **Eric** "I have a very famous sister" **Roberts** is 46. 	**19** FRIDAY • **Hayden** "Darth" **Christensen** is a mere pup at 21. **Kate Hudson** is 27 and **Ashley Judd** celebrates her 34th birthday at **The Scorpion King.**	**20** SATURDAY • **Carmen Electra** has made it to 30, and **Clint Howard** is still weird-looking at 43. 	**26** FRIDAY • **Jet Li**, amazingly, is actually 39. The ludicrous **American Psycho II** is in theaters.	**27** SATURDAY • **Casey** "Zoiks" **Kasem** is 70 and Kiss guitarist **Ace Frehley** is 51, although he looks 101. 	**28** SUNDAY • *Dark Angel* hottie **Jessica Alba** is 21 today, while **Penelope Cruz** is 28. **Jay Leno** is 52 while everybody's favorite bad guy, **Saddam Hussein**, is 65.

All dates are correct as of press time. Any inaccuracies have nothing to do with us, although we're pretty certain the birthdays are correct. We apologize for the Ace Frehley photo. Shudder. Stop reading this now and go back to the big words, OK?

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VF4 is revolutionizing the fighting genre with ground-breaking graphics, an all-new strategic attack and defense system, and a sophisticated training mode that enables you to become a champion martial arts warrior. Get the ultimate in hand-to-hand combat on a next generation gaming system.

Virtua Fighter 4™

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TEEN T CONTENT RATED BY ESRB

Violence

Only on PlayStation®2 computer entertainment system

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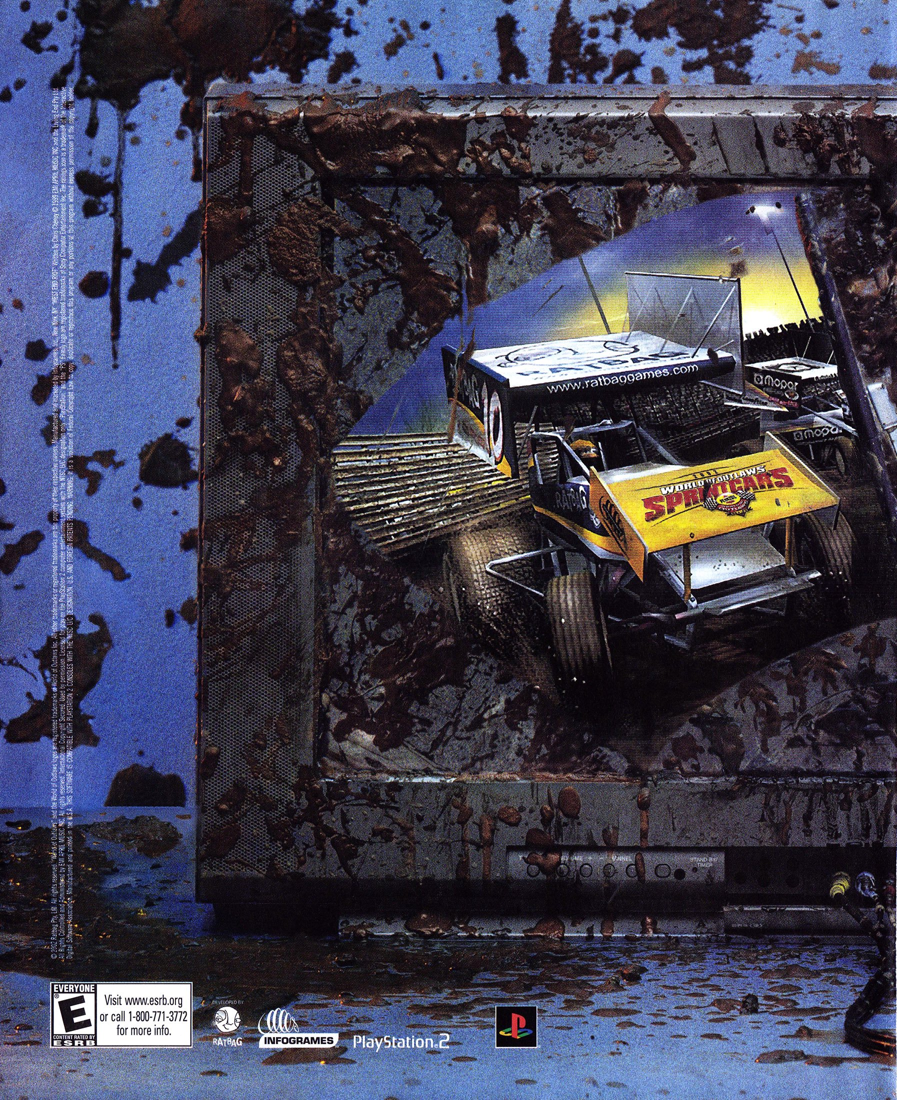

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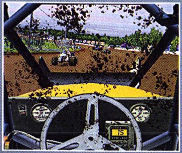

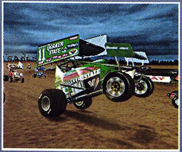

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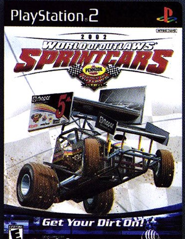
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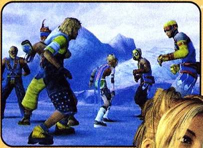
OPM's Readers' Choice Awards 2001

Without question, 2001 was a banner year for games. Some monster sequels made for some of the best games ever: FFX, GTA3, GT3, MGS2, THPS3. So we asked you, the reader, to choose the best of them all. If you must know how the *OPM* editors voted, head over to www.gamers.com. Plus, don't miss the "other" awards on the P.S. page (pg. 120).

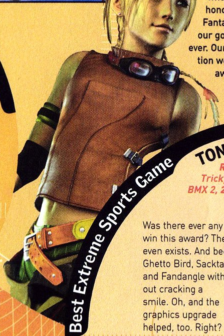
PS2 Game of the Year

FINAL FANTASY X 32%

***RUNNERS-UP:** 30%–Grand Theft Auto III, 22%–Metal Gear Solid 2, 3%–Devil May Cry, 3%–Gran Turismo 3, 3%–NBA Street, 1%– Ico, 1%–Jak and Daxter: The Precursor Legacy, 1%–Tony Hawk's Pro Skater 3, 0%–Twisted Metal: Black*



To be completely honest, until the very last minute we were fairly convinced that Grand Theft Auto III was going to win. It was so close that when we talked about putting money on it, it was even odds. Truth is, Final Fantasy X hit late in the year and was exactly what everyone had been dying for.



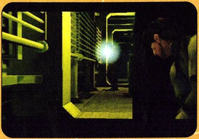
Accepting for FFX is Producer, Mr. Yoshinori Kitase: "On behalf of the Final Fantasy X team, I would like to thank our fans around the world and especially those who voted FFX the PS2 Game of the Year. It is a great honor to receive this award. This being the first Final Fantasy for the PS2, we faced numerous challenges, but our goal remained the same—to create the best RPG ever. Our efforts proved successful in the welcome reception we saw after its release in Japan and in the U.S. This award is a great encouragement for our future projects to come."

Best Adventure Game

METAL GEAR SOLID 2 76%

***RUNNERS-UP:** 9%–Ico, 6%–Silent Hill 2, 5%–Onimusha: Warlords, 3%–Escape from Monkey Island*

Metal Gear Solid 2 won by an overwhelming margin considering the strength of the competition. Then again, MGS2 was the most anticipated game ever created. And whether or not you liked the ending, MGS2 lived up to the hype in ways we couldn't foresee. So much so that we've even learned to love Raiden.



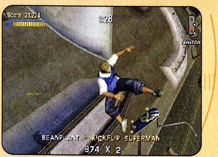
Accepting for MGS2 is Konami Chief Operating Officer, Mr. Dick Wnuk: "As the leading PlayStation magazine, we recognize that *OPM* speaks to some of the most well-informed and savvy gamers. At Konami, we strive to deliver games that live up to these gamers' expectations. We are thrilled to receive this award—not only because it is coming from the "official" PlayStation magazine, but because it represents a stamp of approval from the gamers themselves. Thanks to all for supporting the game."

Best Extreme Sports Game

TONY HAWK'S PRO SKATER 3 57%

***RUNNERS-UP:** 34%–SSX Tricky, 3%–Dave Mirra Freestyle BMX 2, 2%–Dark Summit, 1%–MX 2002*

Was there ever any doubt that Tony Hawk's Pro Skater 3 would win this award? The THPS series is the reason this category even exists. And because of it, we comfortably use terms like Ghetto Bird, Sacktap and Fandangle without cracking a smile. Oh, and the graphics upgrade helped, too. Right?



Accepting for THPS3 is Neversoft President, Mr. Joel Jewett: "Thanks! This means a lot to us because it's from the people for whom we work: the people who buy our games. There are a lot of good games that we compete with, so this is the type of recognition that will motivate us for next year...wait till you check out what we have going for next time around."

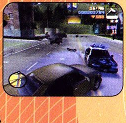
Best Sports Game

Madden NFL 2002 42%

RUNNERS-UP: 34%–NBA Street, 12%–NHL 2002, 8%–FIFA 2002, 1%–High Heat 2002

If back-to-back championships are tough to win in real sports, what about back-to-back Sports Game awards for a video-game series? Madden made it happen with fine technical play, a rewarding franchise mode, and the chance to decapitate a wide receiver going over the middle.

Accepting for Madden 2002 is Executive Producer, Mr. Steven Chiang:
"Thanks to *OPM* and all of the readers for this honor. Madden NFL 2002 would not have been possible without the amazing team of talented programmers, artists and designers who do whatever it takes to make a great game. Every year the competition increases, and these guys continue to take our game to the next level. A special thanks to all of the Madden fans who make this game so popular."



TOP 10 BEST-SELLING PS2 GAMES

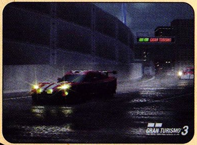
1. **Grand Theft Auto III** – Rockstar Games, *Oct. 2001*
2. **Madden NFL 2002** – EA Sports, *Aug. 2001*
3. **Metal Gear Solid 2** – Konami, *Nov. 2001*
4. **Gran Turismo 3: A-spec** – SCEA, *July 2001*
5. **Tony Hawk's Pro Skater 3** – Activision, *Oct. 2001*
6. **Final Fantasy X** – Square EA, *Dec. 2001*
7. **NBA Street** – EA Big, *June 2001*
8. **Bond 007: Agent Under Fire** – EA Games, *Nov. 2001*
9. **NCAA Football 2002** – EA Sports, *July 2001*
10. **NBA Live 2002** – EA Sports, *Oct. 2001*

Best Racing Game

GRAN TURISMO 3: A-spec 85%

RUNNERS-UP: 6%–ATV Offroad Fury, 4%–Burnout, 3%–Extreme G III, 1%–F1 2002

Probably the first real mega-hit for the PS2, and beyond any shadow of a doubt, the finest driving game on the system by a long, long way. Judging by the results of the voting, we can only surmise that the measly votes for the alternatives were posted by game-publisher representatives and not by folks who know a good car game.



Accepting is GT3 Producer and Sony Computer Entertainment's own, Kazunori Yamauchi:
"When we released the first Gran Turismo, back in 1997, we didn't expect this many people to catch on and play this game. Throughout the series of the Gran Turismo franchise, we have always tried our best to bring the highest-quality driving experience into the living room. To have GT3: A-spec selected as the best racing game by the *OPM* readers is truly a great honor and very much appreciated by our team."

Best Action Game

GRAND THEFT AUTO III 61%

RUNNERS-UP: 24%–Devil May Cry, 6%–Jak and Daxter: The Precursor Legacy, 4%–Twisted Metal: Black, 3%–Half-Life

You can steal a car of your choosing, then invite a hooker into your new ride. You can go on a killing spree with a baseball bat or a shotgun or an Uzi. You can jump your car from Liberty City's most conveniently placed ramps. All this before you start a mission. Once you "start," you can put an end to drug cartels, take out gangsters, and work alongside crooked cops. You better believe GTA3 won Best Action Game.

Accepting for GTA3 is Rockstar Games' very own Mr. Terry Donovan:
"We are delighted by the response to Grand Theft Auto III. The fact that a game aimed squarely at adults with such a heady mixture of creativity and technology could strike such a resounding emotional chord with gamers nationwide, and be the number-one-selling video game of 2001, is a huge validation for the work put in by Sam [Houser] and the team headed up by Les Benzies in Scotland. But it isn't only a triumph for us—it is a hugely positive step for a maturing industry which is set to dominate global entertainment in the years to come."

Best Fighting Game

DYNASTY WARRIORS 3 27%

RUNNERS-UP: 26%–Capcom vs. SNK 2, 24%–WWF SmackDown!: Just Bring It, 10%–Bloody Roar 3, 10%–Guilty Gear X

Most years, this category would be much more fiercely fought (pun intended!), but 2001 was an odd one for the genre because so few examples were released. Of the bunch, DW3 was clearly the finest fighter.

Accepting for Dynasty Warriors 3 is Koei's VP of Sales & Marketing, Amos Ip:
"We are honored to receive such an exceptional award in such a competitive category. With Dynasty Warriors 3, we have expanded on our own tactical action series and provided what we believe is one of the most original and exciting games for the PS2. Over 1 million units have sold worldwide, but no matter what we say on our end, it's the consumers who end up with the biggest voice. We thank you for that."

PS one Game of the Year

FINAL FANTASY CHRONICLES

32%

RUNNERS-UP: 16%–Tony Hawk's Pro Skater 3, 12%–Fear Effect 2, 9%–Dragon Warrior VII, 6%–Madden NFL 2002, 6%–Dance Dance Revolution, 5%–Castlevania Chronicles, 5%–Alone in the Dark: The New Nightmare, 0%–Board Game: Top Shop, 0%–Saiyuki: Journey West

You can't go wrong when there are two wonderful games in one package. Final Fantasy IV obviously got everyone worked into a frenzy, but the real gem here is Chrono Trigger. Few games get people all frothy with excitement, but RPG fans become visibly aroused whenever this game is mentioned. How many games can you say that about? Only the latest Tony Hawk even came close to competing.

Accepting for FF Chronicles is Chrono Trigger Producer, Mr. Kazuhiko Aoki:
"This is so exciting! I remember back when we came up with [Chrono Trigger]. We wanted to create 'a completely new game that no one had created.' Our biggest challenge was to figure out how to create a consistent view of the worlds while the story took place in several different time periods. It's been seven years since it first came out on the Super Famicom (in Japan) and to know that the game is still played and loved by our fans is such a great feeling. I would like to take this moment to thank everyone who was involved in putting together this project—both the original and the 'remake' versions."

TOP 10 BEST-SELLING PS ONE GAMES

① Tony Hawk's Pro Skater 2 - Activision, *Sept 2000*
② Driver 2 - Atari, *Nov. 2000*
③ Gran Turismo 2 - SCEA, *Dec. 1999*
④ Harry Potter: Sorcerer's Stone - EA Games, *Nov. 2001*
⑤ Tony Hawk's Pro Skater 3 - Activision, *Oct. 2001*
⑥ Spyro: Year of the Dragon - SCEA, *Oct. 2000*
⑦ Madden NFL 2002 - EA Sports, *Aug. 2001*
⑧ Tekken 3 - Namco, *April 1998*
⑨ WWF SmackDown! 2 - THQ, *Nov. 2000*
⑩ Driver - Atari, *June 1999*

Best RPG

FINAL FANTASY X

89%

RUNNERS UP: 4%–Baldur's Gate: Dark Alliance, 2%–Dark Cloud, 1%–Harvest Moon: Save the Homeland, 0%–Shadow Hearts

Talk about a landslide! Nothing else stood a chance. Square's latest proved what could be done with the power of the PS2, and we all fell in love with it. It's emotional, exciting, gorgeous and pushes the franchise ever forward.

Accepting for FFX is Battle Director, Mr. Toshiro Tsuchida:
"On behalf of the Final Fantasy X team, I would like to thank *OPM* and the readers for honoring FFX as Best RPG of 2001. As with every installment of Final Fantasy, we faced many challenges in creating this title. Not only are we excited about receiving this award, but this also encourages the staff working on the upcoming FFs. They will be motivated to create a better Final Fantasy! I would also like to take this moment to thank each and every person who was a part of putting together this remarkable game."

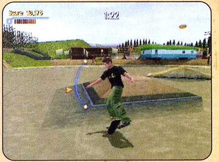
Best Multiplayer Game

TONY HAWK'S PRO SKATER 3

27%

RUNNERS-UP: 26%–Twisted Metal: Black, 24%–NBA Street, 12%–Baldur's Gate, 9%–Quake III Revolution

Try this: Plug your PS2 into a DSL port using any game other than Tony Hawk's Pro Skater 3. Nothing happens, right? That's because THPS3 was the year's only game that made the effort to go online so you could play your best friends from San Diego, Bismarck and Miami at a festive game of Slap! all at the same time. Pretty obvious why it won Best Multiplayer Game.



Again, accepting for THPS3 is Neversoft President, Mr. Joel Jewett:
"Thanks everybody. Our biggest goal is to keep as many people entertained as we can...no rest for the wicked. We are working on messing up a few more college educations with our next installment."

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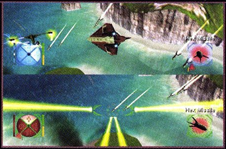

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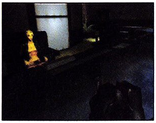


SCREEN GEMS

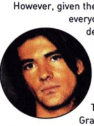
bam! Brings Two Movies to the Smaller Screen

While translating a movie into a video game is still a tricky business (the new *Spider-Man* game notwithstanding), bam! Entertainment plans to convert two upcoming films —*Reign Of Fire* with Matthew McConaughey and Christian Bale (check out this month's previews for that one), and *Ecks Vs. Sever* with Antonio Banderas, Lucy Liu and Ray Park—into games for the PS2. The two movies are due out in July and November of this year, respectfully, with their corresponding games slated to be released at around roughly the same time.

Though *Ecks vs. Sever* is still in post-production, details of the game conversion have already leaked out. In *Ecks,* the story of two super spies (Banderas and Liu) trying to kill each other will serve as the basis for a first-person shooter (see the first, albeit early, screen above).

Despite strong ties to the cinema though, bam! has not yet announced whether *Ecks* will feature the voices of the movie actors for the PS2 game. However, given the stars involved, everyone is hopeful deals can be reached. Park is a PS2 owner with a penchant for Time Crisis, Tekken and Gran Turismo, and Liu recently voiced the character of Elisa in SSX Tricky. Even Banderas seems open to the idea. "I am not very much into [games]," he told us in a recent interview, "but I'm pretty easy when it comes to these things. Anything that helps the movie."

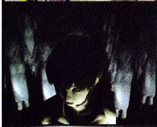
—Greg Edwards

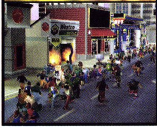


PS2 RENTAL ROUNDUP

Not ready to commit? Check out *OPM*'s quarterly look at the best rental options for a short-term gaming fix.

⏳ = Short but sweet	🚗 = Take it for a test drive	🃏 = Weird and wacky	💎 = Overlooked gem
🆕 = Try something new	👥 = Play with your pals	👔 = Only worth the cost of a rental	⚠ = Good but flawed





◀**Airblade** **Namco** ●●●●	Want some story with your Tony Hawk-style gameplay? Then check out Airblade, a gorgeous game dripping with style. Beware the steep learning curve and goofy controls, though.	🆕 ⚠
Burnout **Acclaim** ●●●●◖	A remarkably unique racer that's been criminally overlooked. The gimmick? Races are set on public roads packed with bustling traffic, resulting in a tense, thrilling joyride.	💎 🆕
Drakan: The Ancients' Gates **Sony CEA** ●●●●	The perfect adventure for gamers weaned on PC-style RPGs, Drakan offers a fairly open quest with a solid story, tons of combat and, best of all, dragons that you can ride!	💎 🚗
◀**Fatal Frame** **Tecmo** ●●●●	Don't believe us when we say that a game involving a young girl who fights ghosts with a *camera* is just as creepy as the Silent Hill series? Then try it out yourself, tough guy!	💎 🆕
Gitaroo Man **Koei** ●●●◖	Like most music games, Gitaroo Man is short-lived with little replay value. But the offbeat graphics, varied soundtrack and unique interface make this one game to check out.	⏳ 🆕 🃏
Grandia II **Ubi Soft** ●●●◖	There's lots to love about this RPG, thanks to its brilliant battles, stellar music and sharp dialogue. But it's got enough technical woes that you should rent it first, just to be sure.	⚠ 🚗 💎
Hot Shots Golf 3 **Sony CEA** ●●●●	Perhaps you think golf games are for fuddy-duddies. How wrong you are! Check out Hot Shots' wacky, arcadey but deep duffing, and you'll be hooked. Best with three other players.	🆕 👥
James Bond 007: Agent Under Fire **EA Games** ●●●●	Although it's just as good as the N64's fabulous GoldenEye, Under Fire is over far too quickly. But even after you beat it in six hours, you can still enjoy the solid multiplayer modes.	⏳ 👥
◀**Legends of Wrestling** **Acclaim** ●●◖	If the name Superfly Snuka gets you giddy with nostalgia, then hit the mats with this mediocre game. A quick rental, though, should be more than enough to fulfill your rasslin' fix.	👔 👥
Mad Maestro **Fresh Games/Eidos** ●●●	A strange concept even for hardcore music-game fans, Mad Maestro puts you in the role of an orchestra conductor. The all-classical playlist, though impressive, isn't for everyone.	🆕 🃏
◀**Maximo: Ghosts to Glory** **Capcom** ●●●◖	We expected more from this homage to the classic Ghosts 'n Goblins, but the monotonous gameplay, cheapo deaths and horrific save system really let us down. See if you agree.	⚠ 👔
Mister Mosquito **Fresh Games/Eidos** ●●●◖	As fun as it is bizarre, this mosquito simulator deserves to be played. Fanboys will surely rush out to buy Mister Mosquito; the rest of you are probably better off renting it.	⏳ 🆕 🃏
NFL Blitz 2002 **Midway** ●●●●	Once you adjust to using the joypad, Blitz 2002 offers an unparalleled arcade-like experience. Now you can re-create the mayhem of over-the-top football in your living room.	👥
PaRappa the Rapper 2 **Sony CEA** ●●●◖	Better than Um Jammer but not quite as good as the first PaRappa, this sequel is still great fun, but after you beat it in a few hours, you're not likely to get much more out of it.	⏳ 🃏
◀**Rez** **Sega** ●●●●◖	One of the coolest, trippiest games *ever.* At its core, Rez is an old-school shooter—and a short one at that. But the intense visuals and music-based action just have to be experienced.	⏳ 🆕 💎
◀**Shadow Hearts** **Midway** ●●●●	Overshadowed by FFX, this quirky RPG slipped by almost unnoticed. The graphics are barely passable for PS2, but the fun battle system and dark yet humorous story make up for it.	⚠ 🚗 💎
The Simpsons Road Rage **EA Games** ●●●	A blatant Crazy Taxi ripoff, but *Simpsons* fans will get a kick out of all the characters and references. Even so, the limited gameplay and numerous glitches make this a rental at best.	⏳ 👔
Sled Storm **EA Sports BIG** ●●●◖	Sled Storm fans will be disappointed that this is just SSX on snowmobiles. SSX fans will love that this is SSX on snowmobiles. Either way, it's just not deep enough for a purchase.	⚠ ⏳
Smash Court Tennis Pro Tourn. **Namco** ●●●◖	The perfect game for a court date with your gal pal, Smash Court is also deep enough for a weekend tourney among hardcore sports fans. Too bad the unlockables are so limited.	👥 🆕 ⚠
◀**State of Emergency** **Rockstar** ●●●	Don't be fooled into thinking this is the second coming of GTA3. Rockstar's riot game may be fun for a weekend quickie, but the flaws are as numerous as the on-screen looters.	⚠ 👔
Tiger Woods PGA Tour 2002 **EA Sports** ●●●●	Virtual duffers already know all about the Hot Shot series. But here's the thing: Some of us at *OPM* liked this year's Tiger Woods even better. Hit the Links to see what *you* think.	💎 🆕

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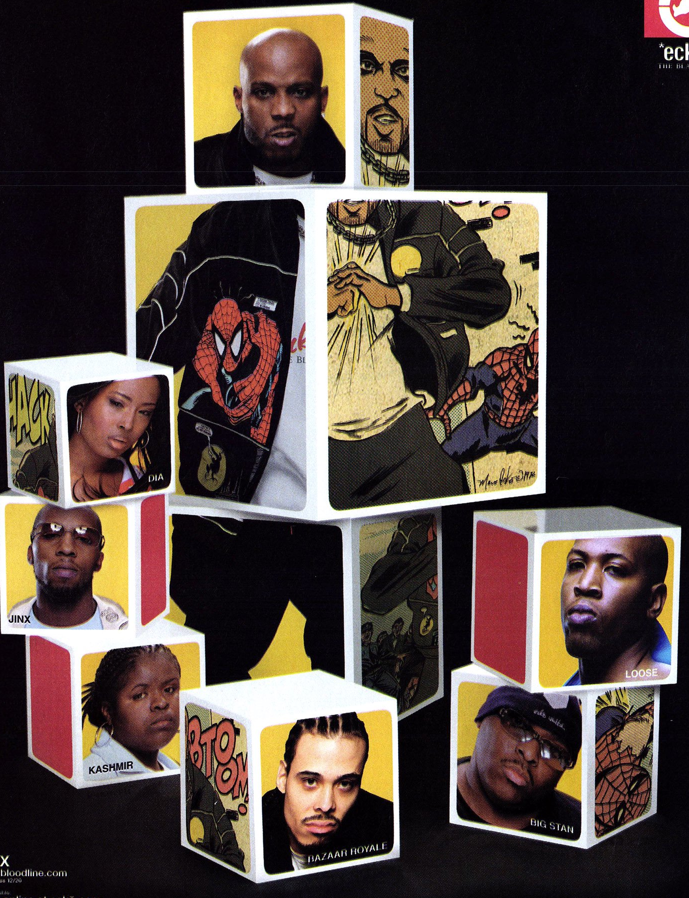
THE BLACK RHINO EXHIBIT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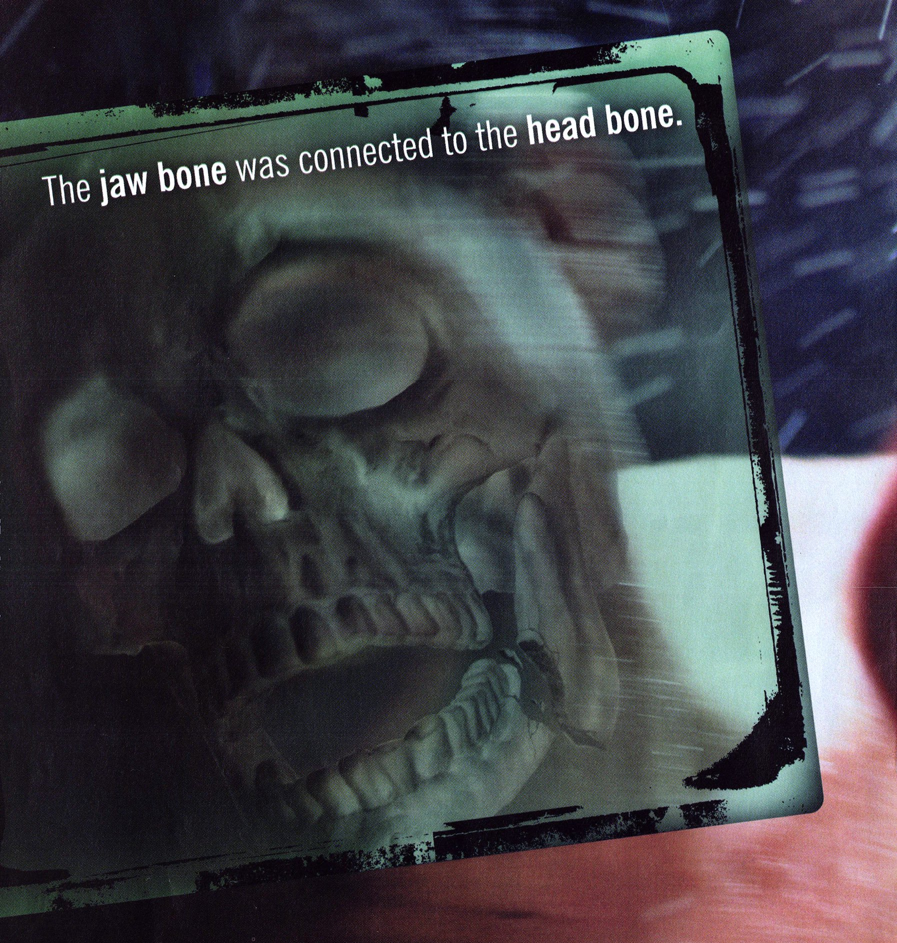
The **jaw bone** was connected to the **head bone.**

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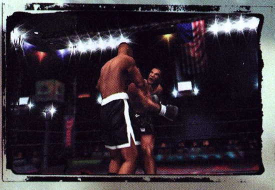
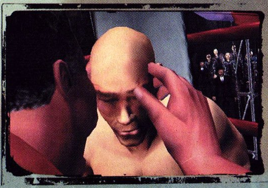
Pound 'em with over 600 power punches, illegal moves, signature blows and combos. The P&IN™ facial damage engine delivers the most brutal boxing ever.



Fight as (or against) 16 top heavyweights including Larry Holmes, David Tua, Hasim Rahman, and multiple world champ Iron Mike Tyson.



Create customized, unique fighters with over 40 body parts and 185+ unlockable upgrades. Then take on all comers through 9 massive game modes.

Screen shots taken from PlayStation®2 computer entertainment system game play.

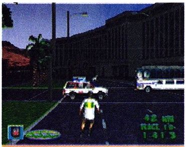
MIKE TYSON® HEAVYWEIGHT BOXING™

Brutal Beyond Belief!

WORST. GAMES. EVER.

Marvel at our use of the word "crapulescence"

By now you've read the Readers' Choice feature and learned what the best games of the last year were. It's time to look at the other side of things. We've compiled an excruciating list of the 31 worst games ever made for the PS one. Games so bad that you might even want to hunt them down to experience the putrescence yourself. But probably not. Be warned: Wanton bashing is contained herein—but really, it's all in fun. And if it's too loud, you're too old...or something. Why did we pick 31? Because, well, that's the number we came up with. Got a problem with that, tough guy? Huh? No, thought not. Obviously this is just the 31 that we've singled out for public ridicule, but you know what's coming next, right? Yep...we want you to tell us all about the games you think should be called out for their *crimes against fun.* E-mail us the games you hate, along with a suitably effusive diatribe to opm@ziffdavis.com. Mark your e-mails "WORST GAMES EVER" and we'll print the best, worst, er...whatever in a future issue.



2Xtreme

Publisher: Sony CEA

We imagine the marketing meeting for this one must have gone something like this: "Hey, the critics hated ESPN Extreme Games for its ridiculous framerate, shoddy graphics, mind-numbing gameplay and blatant exploitation of those extreme sports the kids seem to be into these days...so let's make a sequel! And we won't change a thing! It's gold, pure gold." Sadly, the public was exactly as desperate for extreme sports as those marketing weasels had hoped.

Armorines: Project S.W.A.R.M.

Publisher: Acclaim

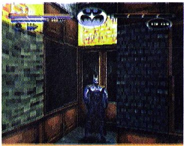
In this first-person shooter, you play a character described as a "virtually indestructible fighting force," who can't seem to walk 10 steps without getting, well, destructed. But beyond its contradictory premise, you'll find so much more to love. Like ugly, cliché, horribly animated enemies; awful, monotonous graphics; choppy framerate; and a story that seems to have slipped out the back door when no one was looking. No, it's OK. Don't bother looking for it.

1/3 LAPS
0:30:30
POSITION 5/6
39 MPH

ATV: Quad Power Racing

Publisher: Acclaim

We think this was originally intended to be a lawnmower-racing simulator, until *The Straight Story* came out and threatened a copyright-infringement suit. OK, so that's a pretty weak theory, but we figure it had to be *something.* Otherwise, we have no idea why this racer (and by "racer," we mean "cure for insomnia") ever made it to stores. It's possible that the game would seem exciting if you were on Valium. But then, so would *The Straight Story.*



Batman & Robin

Publisher: Acclaim

This isn't the first awful Batman game to release on a console, nor the last. It's not even the worst. How much more lackluster can you get—it doesn't even excel in its badness! This attempt to build a Caped Crusader adventure is a radiant example of why superhero games have gotten such a bad rap over time. Ugly, glitchy and just plain poorly thought-out, this stinker still can't hold a candle to Batman Beyond, our next lucky contestant.

Batman Beyond: Return of the Joker

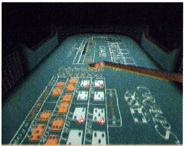
Publisher: Ubi Soft

Ladies and gentlemen, it is our distinct displeasure to present what may very easily be the worst superhero game ever made—and yes, that's counting that Superman game on the N64. It's not enough that this game is hair-tearingly hard (you will scream until you cry until you laugh, or maybe just pound your fist into a convenient wall or, you know, sibling), but get this: *You can't save your game.* You get to do all 16 levels in one delirious sitting.

Bubsy 3D

Publisher: Accolade

Let's see: Take a hideously illustrated 3D world so bland that you can barely distinguish between foreground and background. Sprinkle on a dusting of annoying music and irritating sound effects. Then throw in a supposedly "wisecracking" animal mascot with "attitude." No, we're not talking about Gex 3D—Gex 3D was a virtual comedic *tour de force* compared to this train wreck. Come to think of it, that's not really fair. A train wreck is far more interesting.



Caesar's Palace 2000

Publisher: Interplay

You know how in that song "The Gambler" Kenny Rogers sings about knowing when to walk away and knowing when to run? It's time to run. This one definitely falls into the "What In the Name of All That Is Holy Were They Thinking?" category. It's a casino game with an interface that's all but unusable, graphics that are all but illegible, and virtually no redeeming qualities whatsoever. It's almost as if it goes out of its way to annoy you.

Centipede

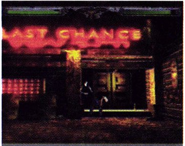
Publisher: Hasbro

Witness what may be the lowest point of the Great Retro Gaming Movement of 1999. Only Frogger on PS2 seems to have strayed further from its roots; but at least that game was marginally playable. Not only does Centipede force you into an ugly, 3D world characterized by an awful framerate and controls that mock the simplicity of the original, it keeps you there by occasionally trapping you between poorly joined bits of hideous scenery.

Contra: Legacy of War

Publisher: Konami

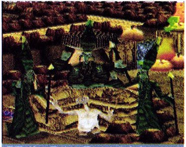
So 2Xtreme may lead you to wonder what could be worse than making an awful sequel to an awful game. Konami is happy to provide an answer: making an awful sequel to a *great* game! In this case, it was one of the games the Konami empire was built upon, and old-school fans were, shall we say, less than pleased. This newfangled "3D" thing had gotten so big all of a sudden, it must have been too tempting to pass up. You, however, should.



The Crow: City of Angels

Publisher: Acclaim

Is it a fighting game? Is it an adventure game? We couldn't figure it out. Trouble was, neither could Acclaim. Too slow to be a fighting game, too shallow to be an adventure game (well, now that we mention it, it was too shallow to be a fighting game, too), City of Angels fell into a limbo not unlike the postmortem state of its main character. Ridiculous animations, cheesy cutscenes, and that laughable excuse for a story—pure movie magic.



E.T. the Extra-Terrestrial: Interplanetary Mission

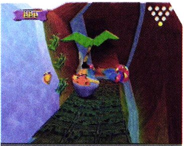
Publisher: NewKidCo

We disqualified a lot of kid games because they just presented too big of a target, but this one deserves special mention. Is it as terrible as the legendary freak of nature that was E.T. for the Atari 2600? No, not quite. But would you believe it comes close? Possibly the only redeeming quality of this game is the momentary giggle we got from watching E.T. galumph around like a drunken chimp. Turn on your heartlight—put this one out of its misery.

The Fifth Element

Publisher: Activision

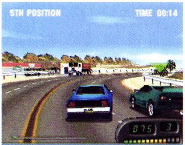
The Fifth Element, the film: a quirky, underrated sci-fi action-adventure. The Fifth Element, the game: a pure, unadulterated heap of doodie so staggeringly heinous that it almost seems as if the designers set out to discover the smallest possible quantity of fun necessary to allow a product to technically qualify as a "game." Ugly, clumsy, possessing only the most tenuous relation to the film, this was the first title to earn a half-disc in *OPM*. Fear it.



Flintstones Bedrock Bowling

Publisher: SouthPeak

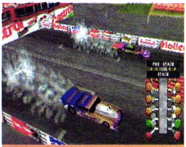
At last someone came out with the perfect game for the overworked professional or harried stay-at-home mom: Bedrock Bowling! Why? Because it's possible to start a game, put down the controller, go have a bite, mow the lawn, do a load of laundry, balance your checkbook, finish that Powerpoint presentation, pick up the kids from school, come back, and routinely earn an average score—or higher! Better yet, *it isn't even really a bowling game!*



Hooters Road Trip

Publisher: Ubi Soft

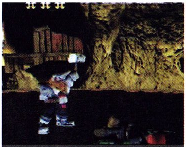
If we knew any of the girls who were roped into doing the eye-gouging full-motion video in this terrifying excuse for a racing game, we'd be embarrassed. Actually, we *don't* know any of them and we're *still* embarrassed. It's a shameless whoring of a shameless license, and even if you're the type to be titillated by the T&A, it won't be enough to make up for the cringe-worthy "acting," or the offensive control and soporific pace of the "racing."



IHRA Drag Racing

Publisher: Bethesda

Drag racing: It's racing, in a straight line. Is it really possible to mess it up that badly? You bet it is! All you have to do is focus almost exclusively on the races themselves. Because it's racing, in a straight line. Don't worry about all that extra stuff that makes the sport interesting for those who follow it; kids these days just want to race. In a straight line. Of course, it helps to include graphics so nasty that you'll feel like you died and went to 1996.



Iron & Blood

Publisher: Acclaim

Picture a fighting game with a framerate so terrible that it's sometimes difficult to judge whether your character actually performed the move you just punched in. Now imagine viewing this game through a magical lens that cunningly shifts your focus to the most awkward, useless spot. Now imagine the lens is a +5 Great Lens of Agony (or something equally D&D-ish; work with us here). What you're imagining is Iron & Blood. Never imagine it again.

Iron Man/X-O Manowar in Heavy Metal

Publisher: Acclaim

It's got great graphics—for a 16-bit game. It's got memorable characters, as long as you don't think too much about the rest of the comic-book world. It makes an acceptable throwing disc, won't leave a mess, and won't actually *break* your PlayStation. It's got a totally bitchin' heavy-metal soundtrack. It's one of many superhero side-scrollers from the early days of the PS one. If you pass it on the street, avert your eyes. Maybe it'll go away.

Judge Dredd

Publisher: Activision

This game lets you shoot guns. And by that, we don't mean it lets you *fire* guns. Well, of course, it does that too; it is, after all, a light-gun game. But what we're saying here is that many of the enemies in this game *are* guns. They just sit there, shooting at you. Sure, some of the (really ugly, and really slow) enemies *aren't* guns, but come on. Would *you* want to play a light-gun game in which you spend your time shooting at stupid guns? No? Didn't think so.

PUSH START
45

Killing Zone

Publisher: Acclaim

Remember how we told you never to imagine Iron & Blood again? We're going to have to take that back, because now we want you to imagine a *bad knockoff* of Iron & Blood, with the same awful framerate and camera (if not worse!), but with overdone, cliché horror-movie monsters instead of overdone, cliché D&D characters. That's Killing Zone. Now go wash your brain out or something, because that image had to have left quite a residue.

Mort the Chicken

Publisher: Crave

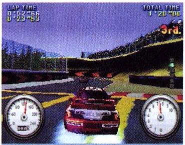
And now, an excerpt from Gary's Mort the Chicken review: "I finished the entire game in just a few hours, so the pain was mercifully limited." After that ringing endorsement, we'll excuse you if you need to run right out to find a copy of this 3D puzzle-platformer for your very own. Then you too will be able to experience the dizzying camera, the shoddy controls, the ridiculous mess that passes for story, and the excruciating "music." What are you waiting for?

WORST. GAMES. EVER.

HOLE 3
PAR 3
PUTT 2
REST
HEIGHT
PLAYER1
PLAYER2

Putter Golf
Publisher: Agetec

Can you think of a single good reason why a miniature-golf game might have a seizure-inducing, strobe-like framerate? What's using up all that processing power? Is the CPU busy calculating the unearthly physics? The superhuman accuracy of the computer-controlled opponents? The complex algorithms required by the "wacky" (read: dumb) course hazards? Or perhaps the computer is simply as turned off by this terrible game as we were.



Racing
Publisher: Agetec

You know, maybe some sort of mixup happened in the processing plant between Racing and IHRA Drag Racing or something. Lord knows this 10-dollar gem's game engine isn't really designed to capitalize on the finer points of racing—like, say, turning. At first the ridiculously dated, retina-searing graphics, godawful controls and virtual lack of any standard racing-game features (other than, well, driving) made us laugh a lot. Then we just cried.

Revolution X
Publisher: Acclaim

Aerosmith. Shooting games. Like chocolate and peanut butter, right? Well, no. Especially when the graphics are so pitifully bad that you have a hard time discerning whether you've actually hit one of your targets or not. And especially when the game's saturated with short, shrieking music samples that make you want to jam a ballpoint pen (or ball-peen hammer; you choose) forcefully into your eardrum. I've got your sweet emotion right here, buddy.

Total Amount
2 Auto
21 MPH

Runabout 2
Publisher: Hot-B

The first Runabout (known as Felony 11-79 here in the U.S.) was Driver before Driver was a glint in Reflections' eye. And at the time, the ultra-simplistic graphics and single-frame, hopping pedestrian animations seemed intentionally comical. But when Runabout 2 came along, it turned out that these, ah, eccentricities were actually *inadequacies*, and weren't really very funny at all. The slip-slidey controls were no laughing matter, either.

HP 1176
MP 550

Shadow Tower
Publisher: Agetec

The King's Field series, though disturbingly popular in Japan, has generally met with fairly lukewarm reviews here. Which is why it's perplexing that anyone bothered to release this terrible sequel, which isn't even really a sequel, but is instead more or less the *exact same game* with a different name. Oh, some of the finer points may have been changed to protect the guilty, but when you come down to it, it's still a brain-numbingly slow first-person dungeon crawler.

OBJECTIVE
FIND KENNY!

South Park Series
Publisher: Acclaim

South Park, South Park Rally and South Park: Chef's Luv Shack: three awful games that prompted us to create an award for attaining the elusive Hat Trick of Crap. These were obviously a shameless attempt to milk a temporarily white-hot license. The only one of the three that's even marginally playable is South Park Rally, though that's sort of like saying that sticking a fork in your eye is "marginally enjoyable" because it won't *always* kill you.

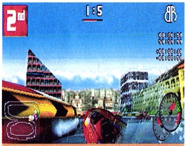
Spec Ops Series
Publisher: Take 2

We keep bashing the hell out of these third-person shooters, but you folks keep buying them up like they come packaged with an all-expenses-paid trip to heaven. So don't mind us; we'll just be over here, doing our thing, and you all can keep ignoring us and performing the retail equivalent of punching yourselves in the face. We forgive you, we really do. Guess we're just going to have to agree to disagree on these things. Just please don't let it happen again.

TIME
RYU
FOR SALE

Street Fighter: The Movie
Publisher: Capcom

OK, try to keep up on this one. It's a game...based on a movie...based on a game. But the movie-game doesn't really bear any resemblance to the game-game—Street Fighter: The Game is a legendary fighter. Street Fighter: The Movie: The Game is a Mortal Kombat ripoff legendary for its crapulescence. The more we think about it, the more perplexing and paradoxical it seems. Have we discovered antimatter? This is making our brains hurt.



VR Sports Powerboat Racing
Publisher: Interplay

Well, it filled an empty niche on the PlayStation, that crucial boat-racing genre. That's about all we can say about the game that's good. The graphics were nauseating, the controls were terrible, and the framerate made us sick, and then angry because we were sick. We had to dig pretty deep to remember this one, because we'd apparently suppressed the memories so as not to cause any more emotional damage. We'd like to move on now.

World Destruction League: Thunder Tanks
Publisher: 3DO

The PS one incarnation of what was at the time a fairly adequate N64 game (well, we've heard the multiplayer mode was pretty passable, at least) suffered from the translation in all the worst ways. The graphics were glitchy and sickly, the controls were nothing short of terrible, and the framerate was like watching a stop-motion animation about tanks made by someone who didn't know anything about tanks, or stop-motion animation.

X-Bladez: Inline Skater
Publisher: Crave

Does the fact that this crime against humanity was made for kids excuse the lack of any kind of redeeming quality? No, we don't think so either, especially considering the fact that the unresponsive controls, horrible music and almost impressively bland level design actually make it *more* difficult to play than, well, any other extreme-sports game. Does the $10 price do the trick? No, not unless you really do enjoy punching yourself in the face.

CANDYSTAND.com

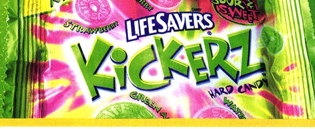
LIFE SAVERS

the troublemaker

He likes it sour. sun in your eye sour.
MONSTeR WeDGIE SOUr.
and THeN, all of a sudden,
he goes SWeeT On YOU.

What gives.

We wanted them to be Life Savers.
They don't care what we want.


NEW!
CHERRY
STRAWBERRY
SOUR & SWEET
LIFESAVERS
KICKERZ
HARD CANDY
GREEN A
WATE

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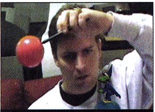
The Dual Shock Killer?

With a flick of the wrist, you can throw a virtual ball at the screen, causing ripples.

Say hello to iToy, a revolutionary new technology from Sony that takes any digital camera and reads your movement with it, allowing you to use *anything* as a controller.

Sony has demonstrated this technology at European trade shows in the past, and it really does work. *OPM* has seen a demo that uses a foam bat to control a sword; every movement is translated perfectly on-screen. Additionally, there have been demos that make use of your own body for control, such as using your hand to brush away spiders or even using your arms as wings in a flight simulator.

How far off is this from appearing in your living room? If rumors are to be believed, you won't have long to wait. Given Sony's claim that "any USB camera" is supported and the surge in popularity of digital cameras, they're keen to get this out into stores soon. Rumblings from British publications suggest that SCE Europe may pack in a low-cost camera with a game within the next six months and possibly even bundle it with the system at no extra cost. The most curious part of this tale is that the flagship game for this technology is supposedly Harry Potter and the Chamber of Secrets. Though it seems unlikely (Harry Potter is an EA property, while Sony's London studio is working on iToy games), the popularity of the Potter franchise would guarantee the success of iToy...and the game would be pretty cool if you could flick a wand to cast spells, wouldn't it?



An SCEA staff member demos how the digital camera can track the red ball with the on-screen character following it.

The scope for this technology is astounding. Companies could introduce a whole range of new "controllers" which we can all afford without breaking the bank. Imagine taking real swings with a real bat at Curt Schilling's pitches. A bat would be a trusty tool in Grand Theft Auto, too.

The potential for toy tie-ins is also enormous. Imagine buying Mace Windu's lightsaber and being able to use it in a Jedi Lightsaber game—where your blade is recognized as being Samuel L. Jackson's.

Perhaps the coolest use, however, comes when you don't have any controller at all. Imagine using only your hands to manipulate the game. Black and White, a PC god game from Lionhead, has a hand as its cursor. Everything you do in that game revolves around the hand. Want to move around the world? Grab the land and pull it toward you. Want to discipline your creature? Slap him. You get the idea. Currently, the mouse controls the hand. But wouldn't it be infinitely cooler if your real hand controlled that digital hand? And more to the point—wouldn't it be more natural? Why tie people up to using a standard controller when that barrier can be removed entirely?

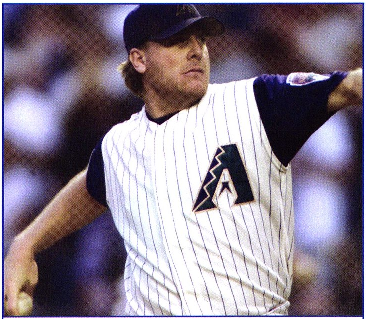


photo by Jed Jacobsohn/Allsport

CURT SCHILLING

World Series MVP and High Heat ace loves to play, and we're not talking about baseball

What other games (besides baseball games) do you like? I don't play a lot of baseball games; it's too much like work. (laughs) I prefer RPG, fantasy stuff. I play a ton of Everquest. I love WWII games, too. I just finished playing Medal of Honor.

Think you'll get a chance to be on the cover of one of those now that 3DO has greased the wheels? I can't see me being a cover guy for anything else in the sports-gaming world, except maybe a "how not to play golf" game, should someone ever do that.

When you were growing up, who were the guys you really wanted to emulate? Nolan Ryan, Tom Seaver and J.R. Richard.

At what age did you decide to be a pitcher? What other positions did you play in little league? I got serious about pitching when I was 18. Before that I played third base my whole life.

Do you long for the days of pitching every fourth day? Is that completely unrealistic in today's baseball? Yes and no. It means more starts, more chances to compete, but at the same time I was "raised" in the five-man rotation.

Before a season starts, what kind of goals do you set? Do you say, "I want to get at least 15 wins to consider myself successful"? Or is it more about being healthy and having quality start after quality start? Only one goal anymore: Stay healthy. Period. If I stay healthy, all the number goals will take care of themselves. Plus, I feel putting numbers to goals really limits what you think you are capable of.

How difficult was it to leave Philadelphia and how much has a World Series victory helped you get over pitching there? Do you feel like a Philly or a Diamondback now (or when you'll go into the HOF)? Leaving Philadelphia was the hardest event, outside of being injured, in my career. But it was the best thing for both teams, and for me professionally. I never felt like the ownership [in Philadelphia] was as committed to winning as it wanted its players to be, and that can be a discouraging thing year after year. Showing up every spring feeling like you *need* every single break you get, just to *hope* to make the playoffs was not fun. Having said that, I will always be a Philly at heart. It was where my career really began, and the relationship my family and I have with the fans there will be something we always treasure.

Winning a World Series means a lot of things have to go right, but repeating is probably more difficult. Only if you believe it is. But winning a World Series is hard no matter what you did the year before.

Have you been ridiculed by jealous teammates because you're on the cover of High Heat? Not yet. Gonzo (Luis Gonzalez) did the cover for some *other* baseball game this year, so my only hope is that HH outsells the "other guy."

DATA STREAM

Rayman Returns

In addition to its multiplayer racing game, Rayman Arena due out in spring, Ubi Soft is working on Rayman 3: Hoodlum Havoc for this fall.

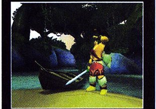
Prepare For C-12

SCE Europe's PS one action shooter C-12: Final Resistance (which we previewed all the way back in our Feb. 2001 issue) is finally headed for the U.S.! Look for it this July.

Running All About

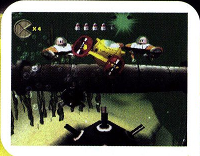
Japanese developer Climax recently announced Runabout 3 for the PS2, this time taking place in NYC. There's a good chance the action-driver will come to the U.S. since the first two did (the original was called Fellony 11-79 here).

Find Your Mark



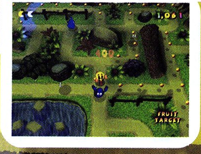
Sony CEA is developing a new adventure-fighting game for the PS2 called Mark of Kri. It stars a warrior and a fierce bird. Look for it this summer.

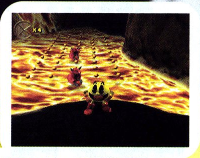
Pac-Man's back, and everybody's feeling it. Who can blame them? It's Pac-Man's most incredible adventure yet — with over 20 treacherous levels of Free Roaming landscapes to fight through. And with dozens of new enemies lurking around, Pac-Land isn't just a Ghost town anymore. But no worries. Using a few old tricks — and some new ones — you'll be feeling Pac-Man's influence for a long time to come.



The Man's got talent! He ice skates, inline skates and even pilots a sub!

Great new 3D Pac-Mazes and bonus arcade games!





From fire to ice. Six unique worlds to explore.

PAC-MAN WORLD 2™

EVERYONE
E
CONTENT RATED BY ESRB

Mild Violence

PlayStation®2

NINTENDO GAMECUBE

namco®
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WHAT EVER HAPPENED TO...

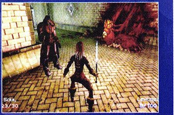
THE LOST

Crave's The Lost is now found. This game has been to hell and back. Yes, the game based on Dante's *Inferno* is still under construction and we expect to see it on store shelves before summer's end.

In our July 2001 issue we told you The Lost was an adult-themed tale about Amanda who lost her only daughter, and planned on committing suicide. Weighty topics, but when the devil arrives to strike a deal letting Amanda go into hell to find her daughter, The Lost begins.

We tracked down Ken Levine, Irrational Games' GM, who has kept that game on track. He tells us why it's been delayed.

"We showed the game at E3 last year and the response was the same everywhere: People dug it. *A lot*. The problem was that we didn't honestly think it was all it should be. The gameplay was starting to be there, the sounds were there, the story was there. But the visual representation of the game space wasn't what we wanted.



We went to Crave and said, 'You know that game you wanted next month? Well, how about next year?'

They said, 'What?'

And we said, 'We believe our vision of the game is larger than what we currently have.'

And much to our pleasant surprise (and to their credit) they said, 'If you think it will make a better game, go do it.'

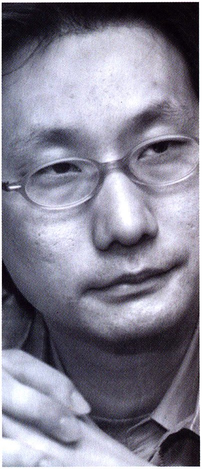
And so we re-examined our technology and went in a different direction. Where we used to have hundreds of polys, we now have 10s of thousands. Where we used to have gouraud shading, we now have light-mapping. Where we used to have a simpler animation system, we have now have full skeletal deformation. The list goes on."

And our anticipation is rekindled.

Wanna get the scoop on a game that's fallen off the radar? Then just send an e-mail to opm@ziffdavis.com with the subject "What Ever Happened to..." and we'll look into it for you.

KOJIMA REVELATIONS

Director comments on the past and future of Metal Gear Solid



Speaking in London recently, Metal Gear Solid 2 director Hideo Kojima revealed a few of his personal feelings on MGS2 and how people have reacted to it, as well as his plans for the future of the series.

First, addressing some of the negative feedback, Kojima was rather honest in saying that there were too many "passive cinematic elements" and not enough gameplay—a somewhat surprising admission from a man who clearly loves those elements. He also said that Raiden was a "one-time" character, unlikely to return in a future installment—a good thing, since Konami has received a constant stream of e-mails complaining about the character. Kojima was unrepentant, however. "Through Raiden, we get a new perspective of Snake; a new appreciation."

Interestingly, he also spoke about some behind-the-scenes aspects of the game including a character cut from the game. Dubbed the Chinaman by Kojima, he was to be a Jet Li-like character with a body tattoo of a dragon. When the Chinaman enters water, the tattoo "consumes" him and he becomes the dragon. The Chinaman was to have a lot of the powers that Vamp now possesses, like walking on water and walls. He was even set to fight Raiden in the same room as the face-off with Vamp. Vamp himself also went through radical changes—originally a woman, with the removal of the Chinaman Vamp became a man...and was based on a famous Flamenco dancer. Which explains the music and dance.

And if you were bugged by Rose constantly asking Jack what day it is, blame Kojima and his faulty memory. Kojima's wife used the same tactic to see if he remembered their anniversary, and in typical male fashion, he forgot. Also on the subject of Kojima's love life, Rose happens to represent his ideal woman—a smart, pretty scientist. Wonder how his wife feels about that?

On the future of the Metal Gear Solid series, he reiterated the fact that he will likely not have a big involvement with Metal Gear Solid 3 (if indeed there is one), and alluded to the fact that the MGS series, which has generally dealt with the passage of information, also represents him teaching his team how to make MGS games. The destiny of the series is now in their capable hands.

As for Kojima's future, he remains mum on his personal plans, but did note that rumors of him doing a film are unfounded. For now. His love of film is evident whenever he speaks, but he insists that he's having fun making games, and that "when the time comes when I say to myself, 'I think I have created enough games that I am very happy with,' maybe I will do movies."

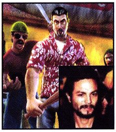
> **"Raiden was a 'one-time' character, unlikely to return in a future installment."**

DREAM CAST

STATE OF EMERGENCY

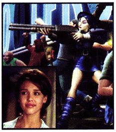
Seeing as it's a) flavor of the moment and b) signed up to be a feature film in the future anyway, we thought we'd take a stab at casting a movie version of State of Emergency. Obviously the bulk of any potential movie would involve a seething mass of bodies running around and the camera colliding with things for no apparent reason. If it were really true to the game, the same scene would be repeated 30 times too, but that's probably thinking a little too literally.

Got any ideas for a Dream Cast of your own for another game? Send us your ideas at opm@ziffdavis.com with the subject DREAM CAST.



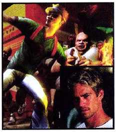
MacNeil: Benjamin Bratt

MacNeil, with his enormous forearms, needs to be a tough guy with a smoldering stare. Bratt needs to bulk up a little, especially after wasting away for *Piñero* last year, but he could have what it takes for this tough cop.



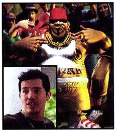
Libra: Jessica Alba

We love Jessica Alba. She's young and cute and sexy and tough. Perfect for the sassy wronged attorney in State of Emergency. With all that high-kicking and ass-whooping she does in *Dark Angel*, she's a perfect fit for Libra's fighting style too.



Freak: Paul Walker

Not the biggest guy in the game, but he has some fancy moves up his sleeve, just like actor Paul Walker. After seeing him in movies like *The Fast and The Furious* or *The Skulls*, he seemed the perfect fit for this moody former hacker.



Spanky: John Leguizamo

Yes, Leguizamo is actually a little, skinny, fast-talking funny guy but have you seen him in that fat suit as the clown in *Spawn*? He was awesome! He'd be perfect for head-butting hombre Spanky. He'd be good for some comic relief too.

Bull: Ving Rhames

Hmm...we need a big guy with a bald head and gigantic hands. It was a toss-up between Rhames and Michael Clarke Duncan, but the MCD may actually be a bit *too* big for grumpy ex-con Bull and his devastating fighting style.

HOT-HEADED. COLD BLOODED..........

· Fully equipped headhunting arsenal
· Ultra bad bounty hunting motorcycle
· Third and first person cold blooded gameplay
· Cutting-edge stealth action

HEADHUNTER

Meet Jack Wade. He's just woken up from a coma to discover he's missing most of his life - his memories, identity...even his mind.
Now he must embark on a quest filled with mystery, murder and carnage in search of himself.
Along the way he will confront ruthless killers, serpentine plots and his own enigmatic past.

..........HEADHUNTER.

"Headhunter is already looking like it has what it takes to stand in the same place as Syphon Filter or Metal Gear Solid." - OPM, January 2002

MATURE M CONTENT RATED BY ESRB

Blood
Violence

PlayStation 2

Acclaim®
www.acclaim.com

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TOY TIME

A recap of Toy Fair 2002

If it's mid-February in New York City, it's time for the annual American International Toy Fair. In many ways the E3 of the toy industry, Toy Fair offers a chance for toy companies to show off their goods for the year to come. Here are some of the cooler toys we saw this time around.

Ⓐ Onimusha 2: Samurai's Destiny

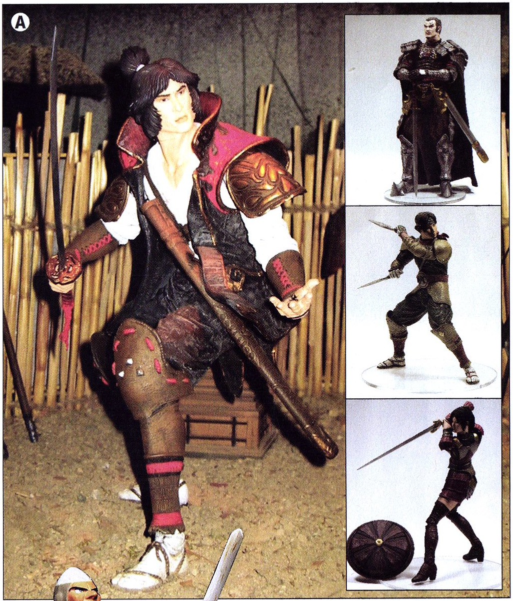
Hot off its white-hot Metal Gear Solid 2 line (still in stores if you haven't picked up yours already), McFarlane Toys releases six action figures based on the adventures of Jubei Yagyu (the big guy to the right) later this year.

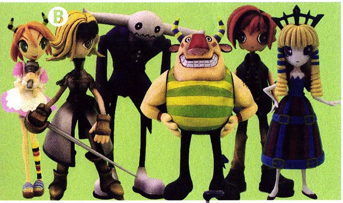
Ⓑ Okage: Shadow King

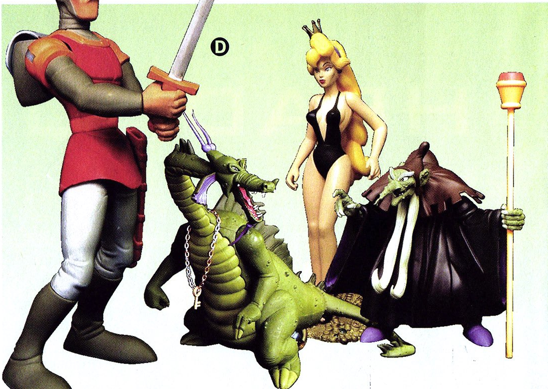
Even though Sony's RPG proved itself a disappointment last year, no one can deny the appeal of Okage's characters. These toys ain't cheap ($24.99 apiece), but each of the three packages does include two of the figures pictured, plus a Stan.

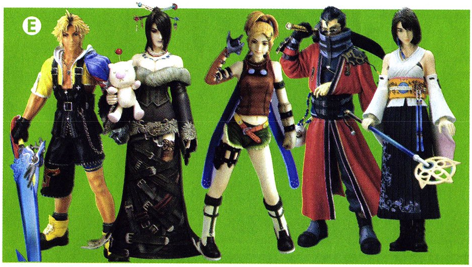
Ⓒ Star Wars: Episode II–Attack of the Clones

You might have heard about a little movie coming out this May based on this toy line (or maybe it's the other way around).







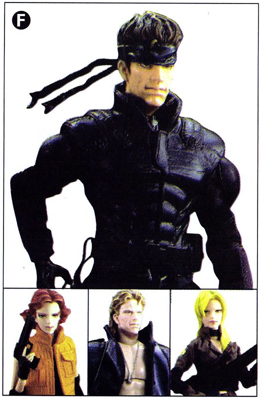


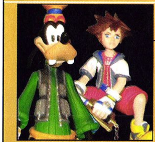
Hasbro's new Star Wars line debuts April 23, with tons of action figures (yep, that's that Jango Fett chap you've been hearing about pictured) and pretty much anything else you can imagine.

D Dragon's Lair 3D
AnJon's figures based on the 3D adaptation of the classic 1983 laserdisc game Dragon's Lair (see page 78) were one of the highlights of Toy Fair. Developed by Sculpt This, each toy not only looks great, but (unlike many game toys) yearns to be played with, most featuring multiple points of articulation.

E Final Fantasy X
Got some shelf space, Final Fantasy fans? You'll need it if you want to display all of these fine-looking soft vinyl statuettes from Koto. Each is built to scale at one-sixth the character's "actual" size—meaning about a foot. You'll also need some cash, as each of the eight available retails between $25 and $35.

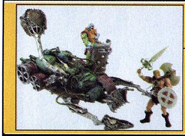
F Metal Gear Solid
An action figure is one thing, but how do you think Solid Snake would react to knowing he's being marketed as a straight-up *doll*? As part of the Konami Doll Collection, all four of Toycom's Metal Gear Solid figures stand 12 inches tall.





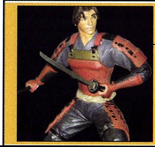
KINGDOM HEARTS
The collaborative effort of Square and Disney this fall is going to be huge (see page 64 for the lowdown on their fantastic game), and N2 Toys' figures look to represent it nicely.

DUMAH (FROM LEGACY OF KAIN: SOUL REAVER)
Recently released from bbi, Dumah stands about eight inches high and features light-up glow-in-the-dark eyes.

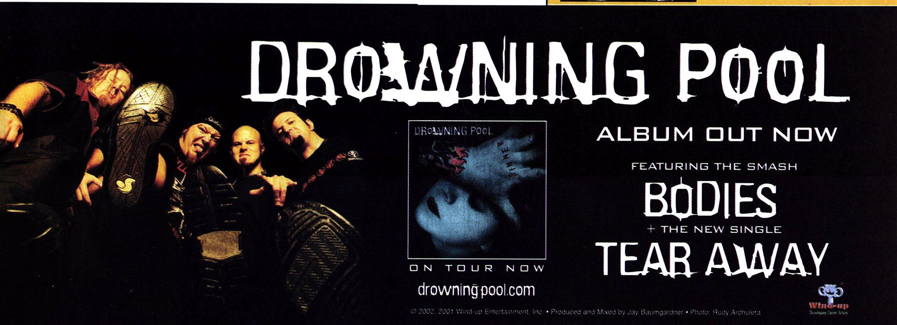


MASTERS OF THE UNIVERSE
Finally, Mattel has revamped this classic '80s line starring He-Man. Look for a PS2 game to follow next year!

ARMORED CORE 2: ANOTHER AGE
Koto's fine-looking assortment of 6-inch mech figures is now available, and you can pick up most of them for about 18 bucks.



ONIMUSHA: WARLORDS
Toycom's Onimusha: Warlords statuettes might not quite top McFarlane's Onimusha 2 figures, but they should satisfy fans of Samanosuke, with two versions of the heroic samurai.



DROWNING POOL

ALBUM OUT NOW

FEATURING THE SMASH

BODIES

+ THE NEW SINGLE

TEAR AWAY

ON TOUR NOW

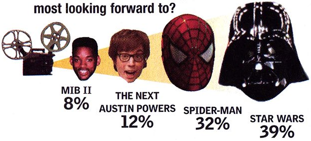
drowning-pool.com

© 2002, 2001 Wind-up Entertainment, Inc. • Produced and Mixed by Jay Baumgardner • Photo: Rudy Archuleta

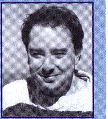
Wind-up

GAMERS.COM POLL

Which summer movie are you most looking forward to?



GAME DAD



Here's the scenario: You're under 17 and desperately want that new "M"-rated game. But in order to do that, you have to convince mom or dad to buy it for you. How? Well, let's start off by enumerating the ways that won't work:

1. Not telling your parents it's "M"-rated. Most parents can read, and even the thickest parents by this time know what an "M" rating means. Relying on parental obliviousness won't work all of the time.

2. Telling your parents that your friends' parents got the game for them. Well, here's the thing: Your parents think your friends' parents are morons, so this line of reasoning is not going to do anything to change that opinion. Also, parents hate being compared negatively to other parents; it's a sucker punch to their self-esteem.

3. Telling your parents all the really cool kids have the game. Honestly. The last time your parents were cool, Duran Duran roamed the Earth. It's been so long that they will use that "being cool doesn't matter" line and actually *believe* it.

So how do you get them to buy that game? Here's a fresh approach: Be entirely honest with them about why you want it. And by "being honest," I don't mean "tell them what you think they want to hear." I mean, tell them seriously why you want it, and why, especially if it's "M"-rated, you can handle that game in a mature and responsible way.

That means that you actually have to know why you want the game. Be totally honest with yourself: Why do you want, oh, let's say, State of Emergency? Don't try to delude yourself into arguing that you have a passing interest in the game's take on social inequities; that's the video-game equivalent of the "I get *Playboy* for the articles" argument. If you want it because the idea of rioting and carnage is appealing to you, admit that—then try to find out why that is, and what it says about you.

This is called "critical self-examination," and if you can explain yourself to yourself, you have a better chance of explaining yourself to your parents—and may have a better chance convincing them you can handle a mature game. Most parents want to believe their kids know right from wrong, and have reasons for doing what they do. Prove you do. You might be surprised what they'll do then.

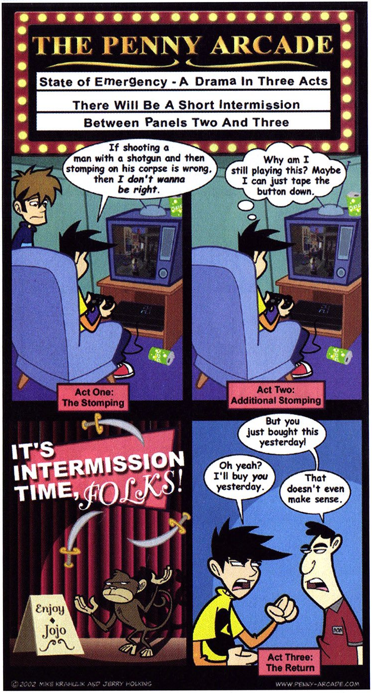
This is not to say your parents will cave. They might deny you anyway; mature kid or not, not every parent is going to be comfortable with an "M"-rated game (and for good reason). But maybe you'll get lucky and they'll explain their reasoning to you, as you did to them. That's communication with respect, and between the generations, that's always a good thing.

Comments or questions for John Scalzi? Send 'em in to john@scalzi.com. He loves getting mail.

STATE OF EVIL?

The first Evil Dead game on the PS one had some issues—we can all pretty much agree on that. So when it came time to find a team worthy of putting together a PS2 sequel, guess who THQ bagged to handle it? None other than Vis, the State of Emergency guys. OK, so maybe that game had a few issues too, but perhaps they'll hit paydirt this time around. Just imagine what this license may allow the masters of gaming violence to come up with? Picture Ash running around and sawing through hordes of undead in the style of SoE. Cool, huh? Look for the second Evil Dead game to be ready by this fall. Also look for the man himself, Bruce Campbell, to once again lend his vocal talents.

WWW.PENNY-ARCADE.COM


THE PENNY ARCADE
State of Emergency - A Drama In Three Acts
There Will Be A Short Intermission
Between Panels Two And Three
If shooting a man with a shotgun and then stomping on his corpse is wrong, then I don't wanna be right.
Act One: The Stomping
Why am I still playing this? Maybe I can just tape the button down.
Act Two: Additional Stomping
IT'S INTERMISSION TIME, FOLKS!
Enjoy Jojo
Oh yeah? I'll buy you yesterday.
But you just bought this yesterday!
That doesn't even make sense.
Act Three: The Return
©2002 MIKE KRAHULIK AND JERRY HOLKINS
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DATA STREAM

Contra Continues

As Clish has hinted in the past, Konami is working on a new Contra game for the PS2. Now titled Contra: Shattered Soldiers, look for the action-shooter to release this fall.

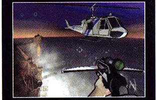
More Onimusha

Even though Onimusha 2 has yet to release in the U.S., Capcom is already hard at work on a part 3. No details yet, but rumor has it that Samanosuke may return.

Robotech Inbound

Remember that late-'80s cult cartoon Robotech? If so, then this PS2 cel-shaded Armored Core-style game from TDK should come as a real treat. It's based on the Macross saga, the first third of the Robotech series. Look for it this fall.

Not So Lucky XIII



Another cel-shaded game! This time, a PS2 first-person shooter from Ubi Soft known as XIII. Based on the Unreal II engine, XIII will combine action and stealth elements and will release in early 2003.

raymanarena.com

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

NINTENDO GAMECUBE

PlayStation 2

XBOX

PC CD ROM

Ubi Soft
ENTERTAINMENT
www.ubisoft.com

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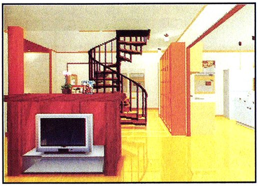
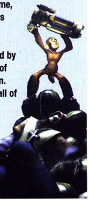
ONLY IN JAPAN

Make Your Dream Home
Victor Interactive, PS2



Developers have been exploiting the PS2's power in unique ways. Vis used it to make a riot game with hundreds of people on-screen. Neversoft used it to take the Tony Hawk series online. Victor Interactive took it and made a home design game. But this isn't just any home-design game. It's perhaps the most ambitious home-design game in the history of home-design games. It puts you in the role of a virtual Christopher Lowell, charged with designing a home for a family on a budget. Score high enough and you move on to the next house, and the next, until all eight of the game's houses have been given your unique brand of style. Of course, that's not all. Rather than place generic objects throughout the house, you get brand-name furniture and appliances from some of Japan's top companies (and, ahem, all sponsors of the game...clever, Victor, very clever), like Seiko and Matsushita. But wait, there's more! Why only settle for goods from the Land of the Rising Sun, when, thanks to a sponsorship deal with the Japan/Denmark Trade Center, you can fill your home with fancy Danish furniture? (And before you say it, no, IKEA is not Danish.) And it's all via the easy-to-use Dual Shock interface, which Victor claims is far simpler than any PC CAD program. Delusions of grandeur, perhaps? Nah.

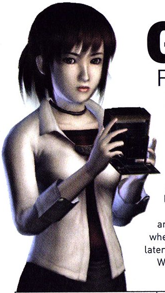
OTHER GAMES TO DESIGN WITH



The Sims (PC): For anyone who's ever wanted a hot tub and a basketball court in their living room. It's the closest game on the list to Make Your Dream Home, except it's original, has personality, and is actually, well, fun.

TimeSplitters (PS2): For anyone frustrated by opponents who know every square inch of every multiplayer level...design your own. And then revel in the power of knowing all of the secrets.

Deception (PS one): For anyone who's ever thought about designing a castle full of booby-traps to lure unsuspecting travellers to their doom...and then watching it.



GHOST STORY

Fatal Frame's "true story" revealed

Ever notice the "Based on a True Story" tagline associated with Tecmo's new horro title, Fatal Frame, but had no idea how that could mean? We investigated the matter, discovering that the phrase "based on" is used in the loosest sense. Most of the story is as entirely original as the concept of a magic, ghostbusting camera.

However, Fatal Frame does take inspiration from two Japanese ghost stories. First the game's setting resembles a mansion outside of Tokyo where seven people were killed. The large house also includes an underground area (sound familiar?) where some have claimed to see bloody handprints on the walls. Many ghost sightings have been reported, and a girl's spirit often shows when a certain window is photographed.

And remember the game's spirit hanged on a tree? The other legend revolves around an instance in which a young woman committed suicide in such a horrific way when she couldn't have her true love. After a young man chopped down the tree years later, people used its remains as firewood—many died mysteriously.

Weird, huh? We'll let you decide if any of it is actually worth believing.

FALSE STARTS

Chances are you're more familiar with Criterion Studios than you think. See, in addition to designing games that push the technological envelope, the company is also responsible for a nifty development tool known as Renderware. You've seen Renderware put into action in such games as MX 2002, Tony Hawk's Pro Skater 3 (the PS2 version, anyway) and Grand Theft Auto III. But before it jumped into the PS2 middleware business, Criterion got its feet wet designing games of its own. For the past six years, the company has unleashed a selective assortment of games that attempted to squeeze every ounce of power out of the technology of the day, culminating in this year's surprisingly adequate Airblade. Know a developer you'd like to see featured here? Send it to us at opm@ziffdavis.com with the subject FALSE STARTS.

	Title	The Game	The Pros	The Cons
	Scorched Planet 1996 – PC	An FPS with a number of twists, most notably the ability to morph between ground and air vehicles.	Great environments, simple, entertaining gameplay, solid controls.	Ridiculous, cheesy, FMV cutscenes testify to the newly discovered CD-ROM format.
	Sub Culture 1997 – PC	A game of undersea salvage, trade and adventure; in other words, a uniquely PC-oriented game.	Spectacular undersea graphics; the salvage and trade segments introduce an element of strategy.	The game's fairly short, and doesn't offer a lot in the way of replay value.
	Speed Boat Attack 1997 – PC	A more or less straightforward racing game, with the addition of weapons.	Employed recently developed MMX technology (heh) for spectacular graphics and speed.	The inclusion of only 10 courses doesn't make for a terribly long play time.
	Redline Racer 1998 – PC	This motorcycle-racing game impresses with its visuals, but not much else.	One of the first games to require 3D acceleration; super-fast gameplay; a healthy roster of tracks.	Gameplay can't stand up to visuals; controls are touchy; A.I. leaves a lot to be desired.
	Suzuki Alstare Extreme Racing 1999 – Dreamcast	Another motorcycle game with solid graphics, spectacular wipeouts, and not a whole lot of depth.	Stellar graphics and sound; Suzuki license; two-player split-screen support.	The game is decidedly mediocre in every aspect but presentation.
	TrickStyle 1999 – Dreamcast, PC	A futuristic extreme-sports racing title set on hover-boards.	Great graphics and style, plus a considerable amount of depth.	Controls can take some getting used to; difficulty may be too tough for some at the beginning.
	Deep Fighter 2000 – Dreamcast	Players pilot a one-man attack sub in defense of their underwater colony.	Fast action, excellent graphics, reasonably solid FPS-style controls.	Little more than a space-combat game underwater, lacking much depth. Pardon the pun.
	Burnout 2001 – PS2	A racing game with a twist: Players are encouraged to drive recklessly, building up an adrenaline-fueled turbo.	Great graphics, spectacular crashes, extraordinarily tight controls.	Crash cinemas get awfully old after a time; races can get excessively long.
	MegaRace 3 2002 – PC	Blisteringly fast, futuristic racer with some innovative track design.	Excessive speed, excellent graphics, a variety of gameplay modes and over 30(!) tracks.	Controls can be a little tough to get used to; over-the-top announcer can get annoying after awhile.
	Airblade 2002 – PS2	An unofficial sequel to TrickStyle, this hoverboard game relies less on racing and more on missions.	Some of the most amazing graphics yet seen on the PS2; a solid variety of mission objectives.	Mission objectives can be unclear; difficulty ramps up quickly.

P.S.A.T.

(PlayStation Aptitude Test)

1. Which of these Spider-Man games wasn't based on the events of an actual story appearing in Marvel Comics?
a. Spider-Man: Return of the Sinister Six (NES, Game Gear)
b. Spider-Man/X-Men: Arcade's Revenge (Super NES, Genesis)
c. Spider-Man/Venom: Maximum Carnage (Super NES, Genesis)
d. Venom/Spider-Man: Separation Anxiety (Super NES, Genesis)

2. Which two of the following musicians/bands have never contributed music to a Spider-Man game?
a. Eric Martin of Mr. Big
b. Jack Russell of Great White
c. Green Jelly
d. Ugly Kid Joe

3. Who of the following is not a supervillain appearing in the new Spider-Man game?
a. The Vulture
b. The Shocker
c. Doctor Octopus
d. The Scorpion

4. How many years have we been able to play Spider-Man video games?
a. 7
b. 11
c. 13
d. 20

5. What other real-time strategy are the developers of Army Men RTS known for?
a. Starcraft
b. Warcraft II
c. Command & Conquer: Red Alert
d. Dark Reign II

6. What was Mad Maestro called in Japan?
a. Maestro Symphony
b. Bravo Symphony
c. Mad Symphony
d. Bravo Maestro

7. All-Star cover athlete Derek Jeter was the only player to do what?
a. Eat chicken before every single home game.
b. Win the All-Star game MVP and World Series MVP award in the same season.
c. Steal 50 bases and hit 50 home runs in one season.
d. Complete a full season without making an error.

8. Which sequel was the second best-selling PS one game of the year?
a. Tony Hawk's Pro Skater 2
b. Driver 2
c. Gran Turismo 2
d. WWF SmackDown! 2

9. Of the top-10-selling PS2 games this year, what was the only one without a prequel?

10. Which two actors from the movie *Spider-Man* contributed original voice work to the game?
a. Tobey Maguire and Willem Dafoe
b. Tobey Maguire and Kirsten Dunst
c. Kirsten Dunst and Willem Dafoe
d. "Macho Man" Randy Savage and Bruce Campbell

Answers
1. b **2.** b and d **3.** c **4.** d **5.** d
6. b **7.** b **8.** b **9.** NBA Street **10.** a

Clish MacLaver's
GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

Watch out for more gossip online when I team up with *Electronic Gaming Monthly*'s Quartermann on our Web site, www.gamers.com. Keep an eye out for the Rumor Mill column.

X-MEN RPG COMING

While you may have heard some rumors of this one floating around, I've finally nailed down some solid info on the X-Men RPG in the works! It's actually pretty much a straightforward action game, but it'll have lots of RPG elements like building up your characters' stats. Best of all, though, the extremely well-respected developer Raven (the guys who did the incredibly cool Jedi Knight on the PC as well as numerous other first-person games) is working on the project. Now the bad news, though: The game won't hit until early 2004. Yep, you read that right. Two years from now.

In other X-men news, I somehow managed to land myself a sneak peek at Activision's upcoming Wolverine game and I can tell you quite honestly that it's looking very cool. You'll be able to see for yourselves soon, as the company plans to release media on it around the E3 show in May. Titled Wolverine's Revenge, the game should hit in early 2003. Looks like comic-book fans are going to have more than Spidey to get excited about this year.

CASTLEVANIA OUT THE WAZOO

Word was recently whispered in my ear about a potential Castlevania movie in the pipeline. Sources say Ang Lee was approached by Konami to possibly work on a movie based on the game series and he was especially intrigued by the background tale to the awesome PS one game, Castlevania: Symphony Of The Night. Regarding the long-due PS2 Castlevania, I've heard it's still on the drawing board, but we can expect a lot more than a fancy-looking 2D game. I'm expecting a full-on 3D game this time if my sources are correct. Any rumors you may have heard saying that the upcoming Game Boy Advance Castlevania uses the ideas that were originally going to be in the PS2 game are completely untrue. And a bit weird when you think about it. A team is hard at work on the PS2 game and it should be ready by next year.

> **"...we can expect a lot more than a fancy-looking 2D game."**

E-MAIL ME!

Got some good gaming gossip? Or anything you want to say to me? If you hear anything juicy, or get your hands on some cool screens or pictures, send me an e-mail at the following address:
clish_maclaver@ziffdavis.com
Look out for me on AIM, too—my buddy name is OPMClish.

PRICE DROP TO $199?

Although everyone has expected the PS2's price to drop for some time, Sony has felt the $299 price point has been right for a while now, mainly because it's finally breaking even on production costs, and sales are as strong as ever. The installed user base is now around 9 million in the U.S. and close to 22 million worldwide, an incredible feat considering it took three times as long to reach numbers like this with the PS one. However, sources indicate that Sony may drop a bombshell at its press conference at E3 in May and drop the price a full $100 to $199. This wouldn't be the first time they've done something like this—they did the same thing with the PS one years ago and made a then-vibrant Sega extremely uncomfortable about its Saturn.

ONLINE RUMOR UPDATE

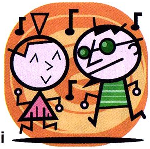
I did this awhile ago, so here I go again. Rumored online games on the horizon: Star Wars Galaxies, Anarchy Online, Half-Life 2, EverQuest, Lineage, Madden 2003, High Heat 2004, Gran Turismo 4, FFXIII, Hot Shots Online, Virtua Fighter 5, F1 2003, Crime Online, Tony Hawk 4, X-Men RPG, Thief 3, Ace Combat 5.

BITS AND BOBS

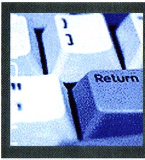
The U.S. version of Tekken 4 will have a bunch of features not in the Japanese version, which is a pretty cool thing since we're going to have to wait so darn long for it. • There's currently lots of negotiation surrounding the console rights to the LucasArts MMORPG Star Wars Galaxies. It's a Sony Online game, controlled by LucasArts and designed for PC. Microsoft wants to sign it up for the Xbox, but it's just as likely to be on PS2 instead. I'll keep you posted. • Sticking with Star Wars for a second, if you've looked in awe at BioWare's Knights of the Old Republic in various Xbox-related publications, take heart in the knowledge that it could end up coming to PS2 as well. • TV-show games are back in. After Ubi Soft signed up CSI with CBS, it now seems that ABC is pitching an Alias game to numerous publishers and developers.

SOUND STATION

By John Scalzi



We've got tunes from WWF SmackDown!: Just Bring It (Limp Bizkit), Britney's Dance Beat (you figure it out) and Salt Lake 2002 (the rest).



The Impossibles: *Return*

Fueled By Ramen Records

The guys in The Impossibles can't sing, and that's not in the good way that the guys in Weezer can't sing. This is actually not being able to sing, and that's too bad, because about half of *Return* is pretty good, poppy emo that straddles the line between emoting and whining: "Connecticut" and "(Never) Say Goodbye" are the best of these. On the other half of the album, in addition to not being able to sing, the boys don't seem to be able to play instruments or write songs very well, either.

Final Score ●●◐

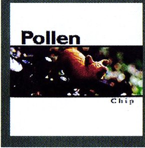
limp bizkit
presents
PARENTAL ADVISORY EXPLICIT CONTENT
chocolate st*rfish and the hot dog flavored water

Limp Bizkit: *Chocolate Starfish...*

Interscope Records

The thing about Limp Bizkit is that no matter how aggravating and annoying I find the band, I still seem to be nodding along to the music every time I hear it. The last thing I want is to give that yutz Fred Durst the satisfaction of knowing I'm grooving on his warmed-over rock-rap, but I just can't help it. *Chocolate* has several tracks that make me hate myself for liking them, especially "Take a Look Around," that *Mission: Impossible* thing they did. God, I can't take it anymore. Somebody shoot me now.

Final Score ●●●◐

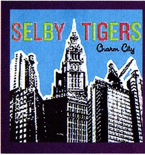


Pollen: *Chip*

Fueled By Ramen Records

Sometimes, the best kind of album in the world is a "B+" album, by which I mean an album that does what it's supposed to do, does it better than you had expected, and makes you feel all shiny and happy for having enjoyed it. That's *Chip* all over: Tight, polished, smart post-punk that gallops along merrily, and is only occasionally obscure or dippy ("Girls Love Robots," which is, I guess, about girls who like robots). Not GREAT—that's why it's a "B+" album—but a good, fun listen.

Final Score ●●●◐

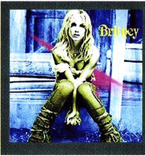


Selby Tigers: *Charm City*

Hopeless Records

Selby Tigers get big points in my book for "Droid," a snarly little song in which guitarist Arzu D2 (wait for it) spits out the line "I'm not the droid you're looking for!" I didn't know that I had been waiting a good chunk of my life to hear those words in a punk song, but apparently, I had. So I suppose now I can die happy. The rest of *Charm City* is pretty standard punky noise that's quirky in places, but not much to truly get worked up over. Still, droids. Man, that's still cracking me up.

Final Score ●●●



Britney Spears: *Britney*

Jive Records

This is the one where Britney's writhing around declaring "I'm a Slave 4 U" and describing her hunger for hot boys. I suspect that if I listen to it much more I'm going to have to register with my local police every time I leave the house. *Britney* reconfirms that Britney's not a singer, she's a pop-culture delivery apparatus. If I were an 11-year-old girl, I'd like *Britney*; being older, and a man, all this does is make me realize that the best Britney album was, is, and will likely remain Janet Jackson's *Rhythm Nation 1814*.

Final Score ●●

John Scalzi's been reviewing music since before Britney was a Mouseketeer. No, she was! Totally! Get more of John Scalzi's music reviews at www.indiecrit.com. *It's guaranteed to be 100-percent Britney-Free!*

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Bookmarks

www.gamers.com

It's our home on the Web. Make it your home, too. Come visit us at our message board (you can link to it at playstationmagazine.com) and chat to your heart's content.

www.psxnation.com

One of the best PS-exclusive sites we've seen. They also seem to find out what's in our new issues before any subscribers get them. We're not sure how, but we're guessing Clish has something to do with it. But she's not telling.

FINAL FANTASY XI
βver.
HEADLINE

www.playonline.com/ff11
www.ffozone.com
summitisland.com/ff11

These sites, between them, will give you more info on Final Fantasy XI than you can possibly digest in one sitting. The Play Online site, being official, is in Japanese for now, but it has a link off the main site to a live, streaming video feed of the beta test in Japan. It's had us transfixed, even though most of the time it's just miscellaneous characters spinning in circles.

egr.gaminguru.com

A solid, multisystem fansite. The layout leaves a bit to be desired, but they've got a wide range of info, from classic games to a bit of anime coverage.

lebonze.co.uk/stuff/move.htm

Is it art? Is it a tech demo? Is it some overworked Java programmer getting some aggressions out? We're not sure, but we like it.

www.vgmix.com

Described as "a place to download, upload and review video-game music arrangements," VGMix seems a bit specialized. But considering that it seems to have been specialized *precisely in our direction*, that's OK by us.

quartertothree.com

A sparse gaming site with some excellent writing. Though they're currently on hiatus, the site is still well worth a look. Be sure not to miss the brilliantly written "Shoot Club" column.

www.avatarsoffline.com

A site devoted to a documentary about "the personal stories of players whose lives have been transformed by their online experiences in virtual worlds like Ultima Online and Everquest." PS2 is going online. Best to learn now what's in store for you.

bitstorm.org/gameoflife

The Game of Life isn't so much a game as it is a visual representation of population progression. Try different patterns and see how long they "live."

The Smoking Gun
FEATURED DOCUMENT
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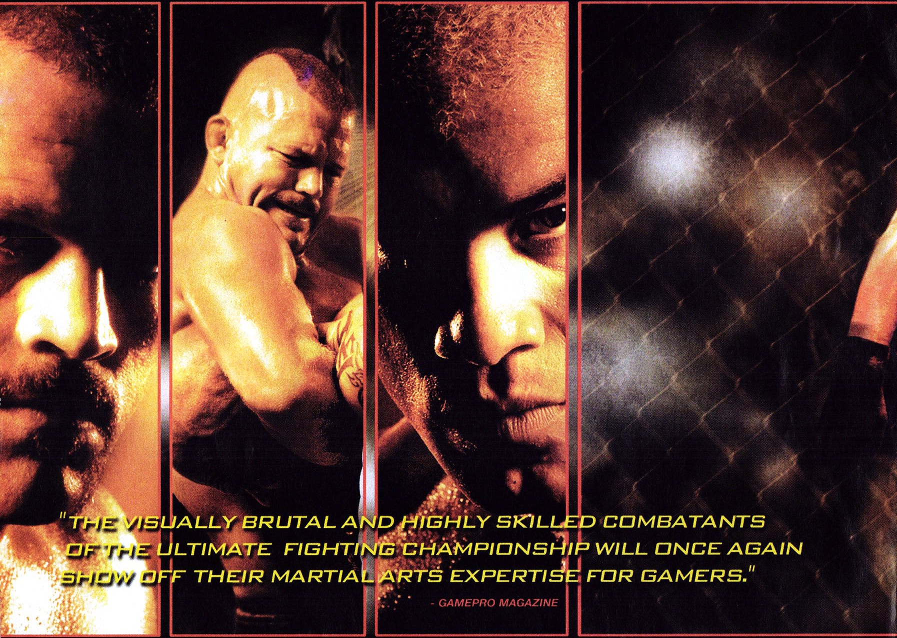
thesmokinggun.com

This site hunts down interesting, provocative material through judicious appeal to the Freedom of Information Act (and other, possibly less savory, sources). Their frequent updates are almost always worth a read, and almost always directly related to the news of the day. Be sure not to miss the "Backstage" section.

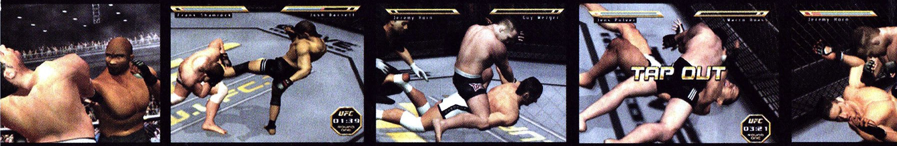
BUILD THE BEST.

DESTROY



"THE VISUALLY BRUTAL AND HIGHLY SKILLED COMBATANTS OF THE ULTIMATE FIGHTING CHAMPIONSHIP WILL ONCE AGAIN SHOW OFF THEIR MARTIAL ARTS EXPERTISE FOR GAMERS."

- GAMEPRO MAGAZINE



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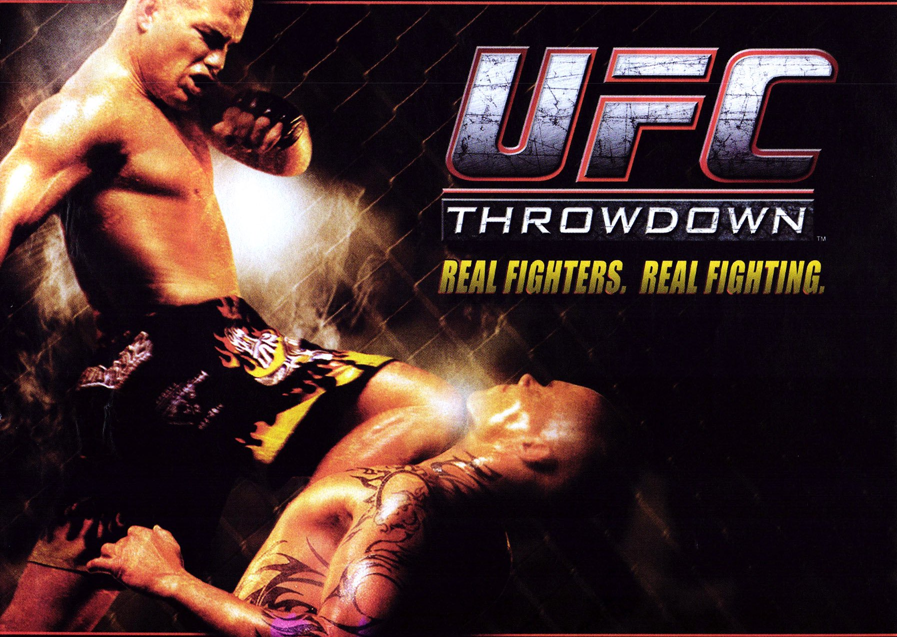
THE REST.



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PlayStation 2

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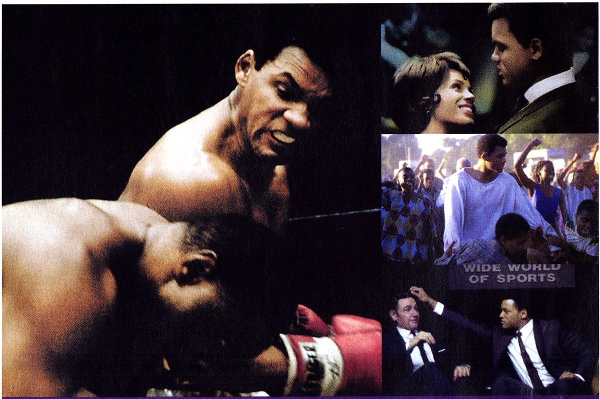
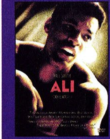
DVD REVIEWS

by John Scalzi





ALI

STARRING:
(Will Smith, Jon Voight)

Will Smith makes his stab at artistic credibility by bulking up and playing Muhammad Ali, and wouldn't you know, he pulls it off (not all that surprising to anyone who remembers him in *Six Degrees of Separation*). The movie doesn't live up either to Smith or Ali, however: Michael Mann can be a hell of a director (see: *Heat*. No, really, see it.), but here he never gets his act together, and the movie suffers for it. Can't beat those fight scenes, though. Jon Voight also offers an eerie Howard Cosell. The DVD extras are almost staggeringly disappointing: There's just a trailer. Hardly the greatest.

Movie Score ●●● **DVD Extras Score** ●

BEHIND ENEMY LINES: SE

(Owen Wilson, Gene Hackman)

Owen Wilson plays a Navy fighter pilot who gets shot down by the Serbs and then spends the rest of the movie running away from them, primarily by doing stupid, stupid moves that in real life would have gotten him shot dead within 15 minutes. Sure, it's exciting in that brain-dead, jingoistic sort of way, but there's only so much you can take before you sincerely hope the real Navy pilots are at least slightly smarter than this guy. Hackman is Wilson's commander; it's not too obvious he's in this for the cash. Extras: director commentary, extended scenes, "making-of" documentary.

Movie Score ●●
DVD Extras Score ●●◐

BLACK KNIGHT: SE

(Martin Lawrence, Tom Wilkinson)

Martin Lawrence hits his head and is transported to 14th-century England. Alas, somehow he's managed to get back. That's too bad for anyone who sits through this pile of dreck, which is exactly what *A Connecticut Yankee in King Arthur's Court* would have been like if Mark Twain had been kicked in the brain pan by a horse directly prior to writing it. I've never been a big Martin Lawrence fan, but even rabid fans would be hard-pressed to see this and not think Lawrence is on his way to replicating the career arc of Pauly Shore. Extras: director commentary, deleted scenes and outtakes, behind-the-scenes features.

Movie Score ●
DVD Extras Score ●●◐

THE DEEP END

(Tilda Swinton, Goran Visnjik)

The utterly fabulous Tilda Swinton (the beetle-browed overthinking-man's sex symbol, and oh, yes, that's ME) plays a mother who finds herself in a sticky situation when her son's lover turns up dead under strange circumstances, and her attempts to solve the problem just make things ever so much worse. Swinton, the best actress you've probably never heard of, is tremendous as someone trying to keep it together while the plot keeps piling on; if it weren't for her, the movie would collapse under its own weight. DVD includes commentary track by the directors (which is bound to be key), trailers and an "Anatomy of a Scene" featurette.

Movie Score ●●●●
DVD Extras Score ●●●

MULHOLLAND DRIVE

(Naomi Watts, Laura Elena Harring)

David Lynch is back, doing his schtick of moody, mysterious films that don't really make a lick of sense, but sure do feature some knockout women. This time around, the knockouts are Naomi Watts and Laura Elena Harring, whose relationship is ambiguous (but, ahem, *trés* steamy) as the two of them knock around Hollywood, having non-sequential adventures that will drive you batty if you try to make sense of them, so, you know, don't. Just enjoy the pretty women. No DVD commentary track, which is probably just as well, since if Lynch tried to explain what he was doing, he'd most likely just ruin the film for everyone. Instead, there are a few basic biographies and trailers.

Movie Score ●●●◐
DVD Extras Score ●◐

MY FIRST MISTER: SE

(Leelee Sobieski, Albert Brooks)

An alienated, moody teen girl makes friends with an alienated, moody middle-aged guy. No, I'm not reviewing *Ghost World* again (although you should see that one), it's just that *My First Mister* has the same basic plot outlines. And though it's not quite as good as *Ghost World*, it's still worth seeing, since Leelee Sobieski is possibly the best young actress in Hollywood right now, and Albert Brooks, well, he's Albert Brooks, and if anyone's got the alienated middle-aged guy thing down, it's him. Director Christine Lahti provides a commentary track.

Movie Score ●●●
DVD Extras Score ●●◐

UPCOMING DVD RELEASES

April 1, 2002
The Usual Suspects SE

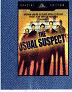
April 2, 2002
Bandits
Bull Durham: SE
Exit to Eden
Joe Versus the Volcano
National Lampoon's European Vacation
Thirteen Ghosts

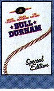
April 9, 2002
Mulholland Drive
Serendipity
Spy Game: CE

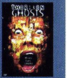
April 16, 2002
Black Knight
The Deep End
Husbands and Wives

April 23, 2002
Behind Enemy Lines
Orgazmo!
The Survivors

April 30, 2002
Ali
Friends: The Complete First Season
Jerry Maguire: SE
Race in the Sun

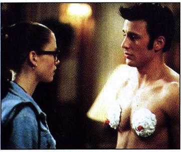






NOT ANOTHER TEEN MOVIE: SE

(Mia Kirshner, Jaime Pressly)



This movie lines up all the teen movie clichés (ugly duckling turned prom queen, kids in detention, foreign-exchange students) and then knocks them down. It would have helped if the recent batch of teen films weren't so cliché-laden that they were already their own parodies. But no one ever went broke giving teens a movie to ignore while they're necking in the movie theater, which is about all this flick is good for. Nifty DVD extras, though: commentary from filmmakers and cast, teen trivia quiz, 18 deleted scenes, and Marilyn Manson doing "Tainted Love."

Movie Score ●●
DVD Extras Score ●●●●

RE-ANIMATOR: MILLENNIUM SE

(Jeffrey Coombs, David Gale)

Mad scientist brings back the dead, and when the dead wake up, they're pissed. That's the basic plot of *Re-Animator*, which is just about the perfect camp-horror flick, in my opinion: Gory and bloody and funny as hell, it ranks right up there with *Evil Dead 2* and Peter Jackson's *Dead Alive*. This two-DVD edition pulls out the stops with commentary from cast and crew, interviews with crew and critics, 16 extended scenes, a musical score discussion and TV spots. If you love horror—and who doesn't?—this is going to be on your list of things to get.

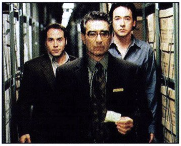
Movie Score ●●●●
DVD Extras Score ●●●●

SERENDIPITY: SE

(John Cusack, Kate Beckinsale)

Neither John Cusack nor Kate Beckinsale is very well-served in this flubbery romance, in which two people are mad for each other but continually devise ways to test whether their love is divinely ordained. Here's a hint, people: If you find someone you really like, don't devise cute little tests to prove it—GRAB THEM. The universe penalizes the intentionally stupid, and chances are you won't like that many other people. 'Nuff said. The extras are similarly mediocre: There's commentary, deleted scenes, a director's production diary and a "making-of" feature.

Movie Score ●●◖
DVD Extras Score ●●●



SPY GAME: SE

(Brad Pitt, Robert Redford)

Uh-oh. Turns out Brad Pitt's a spy, and the Chinese are going to execute him. The good news is that means Jennifer Aniston will soon be available! Oh, but wait, here comes Robert Redford to save him. Gee, thanks loads, Bob. *Spy Game* is directed by Tony Scott (*Top Gun*, *Enemy of the State*) who has a history of making glossy, good-looking but not terribly bright thrillers (*True Romance* excepted), and guess what? *Spy Game* is glossy, good-looking but not terribly bright. A rental, not a buy. DVD extras have the usual commentary, deleted scenes and behind-the-scenes footage, but also information on the requirements for the CIA. Just in case you were wondering.

Movie Score ●●◖
DVD Extras Score ●●●◖

It's All Coming Back to Me Now

THE REAL DECEPTION IN *MEMENTO*

Memento is now famous as the film that plays backward, but that's really not true. The story plays backward, true enough—the film literally begins with a Polaroid photo undeveloping before our eyes—but the plot of *Memento* is relentlessly forward-moving, a murder mystery where the murder in question is open to debate and the clues are laid out for us in order even as the characters in the film are receding back in time. This is a pretty neat trick, and the reason why *Memento* ended up on tons of top-10 critic lists and with an Oscar nomination for the screenplay.

Memento: SE
Street Date: 5/21/2002
MSRP $24.95

Guy Pearce (most recently in *The Time Machine*) plays Leonard, a man who loses his short-term memory after an accident, and who believes his wife has been murdered. He can't remember anything longer than five minutes after it happens, which leads to a couple of weird things: First, he uses his body as one big Post-It note. Second, he has no idea if the people he's interacting with (primarily *The Matrix*'s Carrie Ann Moss and Joe Pantoliano) are dealing with him on the level. Everyone knows Leonard can't remember anything; one character who's defrauding him cheerfully admits it, since he knows Leonard will completely forget about it shortly.

Memento is a neat accomplishment, but whether you like it will depend on how much you like to keep track of details. Despite the nicely plotted screenplay, Leonard's not the only one who's lost and confused most of the time; you will be wanting to go back and forth to keep the plot clear in your head. This is where having the DVD will come in handy; after playing the film in its intended sequence, try going back and watching the film backward and see how you like it then. If nothing else, it'll give you an appreciation of what Nolan and his cast have pulled off.

DVD News

LOLLY, LOLLY, LOLLY, GET YOUR ADVERBS HERE
Children of the late '70s and early '80s will be glad to hear that Disney Home Video is releasing the *Schoolhouse Rock Special 30th Anniversary Edition* in June. The disc will feature all 46 songs from the classic Saturday-morning shorts, plus one entirely new segment written and animated by the original talent specifically for this disc. There will also be a healthy selection of extra features, from games to featurettes and even the "3 Is a Magic Number" Nike commercial.

MAVERICK, HE AIN'T
Fans of the early Tom Cruise fantasy flick *Legend* (which was directed by Ridley Scott, if you can believe it) will be pleased to hear that the film appears to be approaching a DVD release at last. DVDfile.com recently unearthed a preproduction ad which indicates the film will release on May 21 in a two-disc set packed with features—including a never-before-seen director's cut.

DO YOU LIKE...STUFF?
Never fear, Simpsons fans, *The Simpsons: The Complete Second Season* is on its way. Fox Home Entertainment will be releasing the collection on June 4, complete with all the trimmings: Commentary for each episode, an interview with Matt Groening, a behind-the-scenes look at the creation of an episode and plenty of other extras. The MSRP is $49.95.

MOVIES, TV AND GAMES

Witchblade returns, *The X-Files* finds God, and the new *Spawn* will be more like the comic book

MORE WITCHBLADE

The photo on this page, believe it or not, is Yancy Butler from the increasingly popular TNT show based on the Top Cow comic book *Witchblade*, looking considerably less butch than usual. See? Despite kicking ass and looking pissed all the time, she has a sensitive girlie side too...and here's your proof. Why is there a photo of her here? *Witchblade* executive producer Ralph Hemeker has divulged some information recently on what to expect from season two, and it looks like things are changing. "Last year was pretty serialized," Hemeker told *The Comics Continuum*. "We're going to go a bit more standalone this year. There will be plot threads that carry through the 13 episodes, though." The new season is shooting now, with the premiere coming in June.

> **"Increased interest in the franchise, fueled by the show, has also renewed rumors of a *Witchblade*-based game."**

Increased interest in the franchise, fueled by the show, has also renewed rumors of a *Witchblade*-based game. With the Lara Croft connections in the comic book, Core Design had mentioned in the past that they were looking to work with Top Cow on a game, possibly even a crossover. There's still no firm news on this, but we understand that Core-parent Eidos is aggressively pursuing the license.

www.comicscontinuum.com

PIXAR'S NEXT

Monsters, Inc. producer John Lasseter told *TV Guide* that Pixar's next computer-animated feature film, *Finding Nemo*, is "all underwater, with tropical fish as characters. It's on a coral reef and in a big wide ocean, with sharks and whales and turtles and jellyfish who get caught and put into an aquarium. It just looks incredible." The film is slated for a summer 2003 release.

THE LAST FEW X-FILES

Expect the alien spacecraft drawings in *The X-Files* seen several seasons back in *Biogenesis* and *The Sixth Extinction* to continue to be very important until the end of the season, as will the idea of "religion versus aliens," executive producer Frank Spotnitz told *Cinescape*. "That idea really became important to the show at the end of the fourth season, and has remained important to the show up through this season. What we realized after spending years with the subject matter is that so much of the quest for aliens is, in a way, a quest for God. And so much of people's desire and need to know that there's extraterrestrial life is much like the desire and need to know there's a God." Quite.

www.cinescape.com

RE-SPAWN

Spawn scribe Steve Niles spoke recently about the progress he and Spawn creator Todd McFarlane have made on the script for the second film, indicating that the new story is quite different from that of the first, and much more in keeping with the spirit of the comic book. "*Spawn 2* is coming along great," Niles said in an interview with *The Comics Continuum*. "The script has gone through several polishes and we're working closely with Don Murphy [*From Hell*] to make it something special.... I think the biggest surprise will be how different this film will be from the first. I think *Spawn 2* will be much more accessible to all types of movie fans because it will cross the lines between the superhero, horror and crime genres."

www.comicscontinuum.com

RESIDENT EVIL: NEMESIS (NOT)

Even before *Resident Evil* was released in theaters, Paul Anderson signed on to write and direct the next film in the series. According to the *Hollywood Reporter*, the next film will be called *Resident Evil: Nemesis*, but seeing as the third game was actually called that, it seems unlikely that the name will stick.

The sequel will apparently pick up immediately after the first and proceed to introduce more characters from the video-game series as it interweaves with the story and events of the first game.

For those of you who haven't been keeping up, *Resident Evil* is being billed as a prequel film of sorts to the video-game series. If you've seen it, you'll know this. Probably. So, er...hang on. Does this mean that Resident Evil Zero will take cues from the first movie script? Er...no. Huh? Now it's getting complicated.

www.hollywoodreporter.com

Photo by Stephanie Pfriender/Outline

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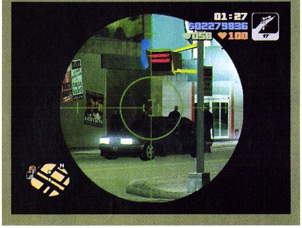
TOP 10 CHARTS

PS2 Top 10

State of Emergency at No. 2? You really should have considered renting it first, don't you think? Look at it. Go ahead. Yes, look. Even though it's dusted over from not being played. Look at it and say you're sorry. Sorry for buying it before you thought twice.

	Last Month	Title / Publisher	Rating
1	1	Grand Theft Auto III *Rockstar*	●●●●●

A return to No. 1? Amidst the sturdy PS2 competition, this is all the more impressive. Grand Theft Auto rocks, and it seems that everyone knows it. The best part about it is that most of you still don't have everything. You've finished the missions, but you're four packages short of 100. You've delivered cars to Portland Harbor, but not in Shoreside Vale. You probably haven't even found the RC Toyz vans, have you? Don't know what we're talking about? That's the point. This game is ocean-deep. A true classic.



	Last Month	Title / Publisher	Rating
2	—	State of Emergency *Rockstar*	●●●
3	2	Final Fantasy X *Square EA*	●●●●●
4	7	Max Payne *Rockstar*	●●●●
5	—	NBA 2K2 *Sega Sports*	●●●●●
6	4	Madden NFL 2002 *EA Sports*	●●●●◐
7	—	Maximo *Capcom*	●●●◐

We could've anticipated this kind of response to one of the PS2's most hyped titles. But it's not as great as you wanted it to be, is it? Shame on you for buying it before reading our review.

	Last Month	Title / Publisher	Rating
8	8	Metal Gear Solid 2 *Konami*	●●●●●
9	9	Gran Turismo 3: A-spec *Sony CEA*	●●●●●
10	6	Bond 007: Agent Under Fire *EA Games*	●●●●

Source: NPDFunworld TRSTS Service, mid-February 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

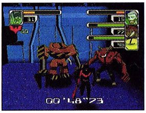
OPM's Most Wanted PS2 Games

1	Spider-Man	*Activision*
2	Final Fantasy XI	*Square EA*
3	Medal of Honor: Front.	*EA Games*
4	Kingdom Hearts	*Square EA*
5	Soul Calibur 2	*Namco*
6	Onimusha 2	*Capcom*
7	Xenosaga	*Namco*
8	Tekken 4	*Namco*
9	Stuntman	*Atari*
10	SOCOM Navy SEALs	*Sony CEA*

Japan's Top 10 PS2 Games

1	Virtua Fighter 4	*Sega*
2	FFX International	*Square*
3	Grandia Xtreme	*Enix*
4	Way of Samurai	*Spike*
5	Sangokushi Senki	*Koei*
6	Space Channel 5 2	*Sega*
7	Rom. of 3 Kingdoms	*Koei*
8	GT Concept 2002	*Sony CEI*
9	Grandia II	*Enix*
10	Dynasty Warriors 3	*Koei*

Worst PS one Comic Book Games



1	Batman Beyond	*Ubi Soft*
2	Iron Man/X-O Manowar	*Acclaim*
3	The Crow: City of Angels	*Acclaim*
4	Judge Dredd	*Activision*
5	Batman and Robin	*Acclaim*
6	The Fantastic Four	*Acclaim*
7	Spawn: The Eternal	*Sony CEA*
8	The Incredible Hulk	*Eidos*
9	Danger Girl	*THQ*
10	Marvel Super Hereos	*Capcom*

Top 10-Selling Games, All Systems

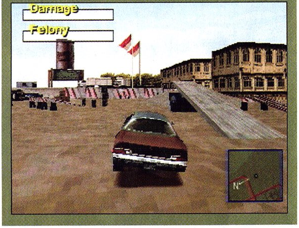
1	Grand Theft Auto III (PS2)	*Rockstar*
2	State of Emergency (PS2)	*Rockstar*
3	Sup. Mario Adv. 2 (GBA)	*Nintendo*
4	WWF Raw (Xbox)	*THQ*
5	Sonic Advance (GBA)	*Sega*
6	Final Fantasy X (PS2)	*Square EA*
7	Sonic Adv. 2 (NGC)	*Sega*
8	Wreckless (Xbox)	*Activision*
9	Max Payne (PS2)	*Rockstar*
10	NBA 2K2 (PS2)	*Sega Sports*

PS one Top 10

Somehow Harry Potter has disappeared from the chart. Is it magic? Speaking of magic, we're expecting a flood of RPG sales in the coming months. After all, if you only have a PS one, why not back-track and buy the long-ago, gameplay-heavy classics?

	Last Month	Title / Publisher	Rating
1	4	Driver 2 *Atari*	●●●●

Is it more surprising that this game is making its first appearance at the top spot of the *OPM* charts after it's been out for 14 months? Or is it more surprising that Grand Theft Auto 2 is hot on its heels? Our vote: Driver 2. It makes sense, with GTA3 sweeping the nation, but it's still surprising. Consider that Tony Hawk 3 can't even break into the Top 10 this month. The GTA effect is huge. It's bigger than huge—it's overwhelming. But that still doesn't excuse people from buying the second one. Which is awful. Driver 2 is much better.

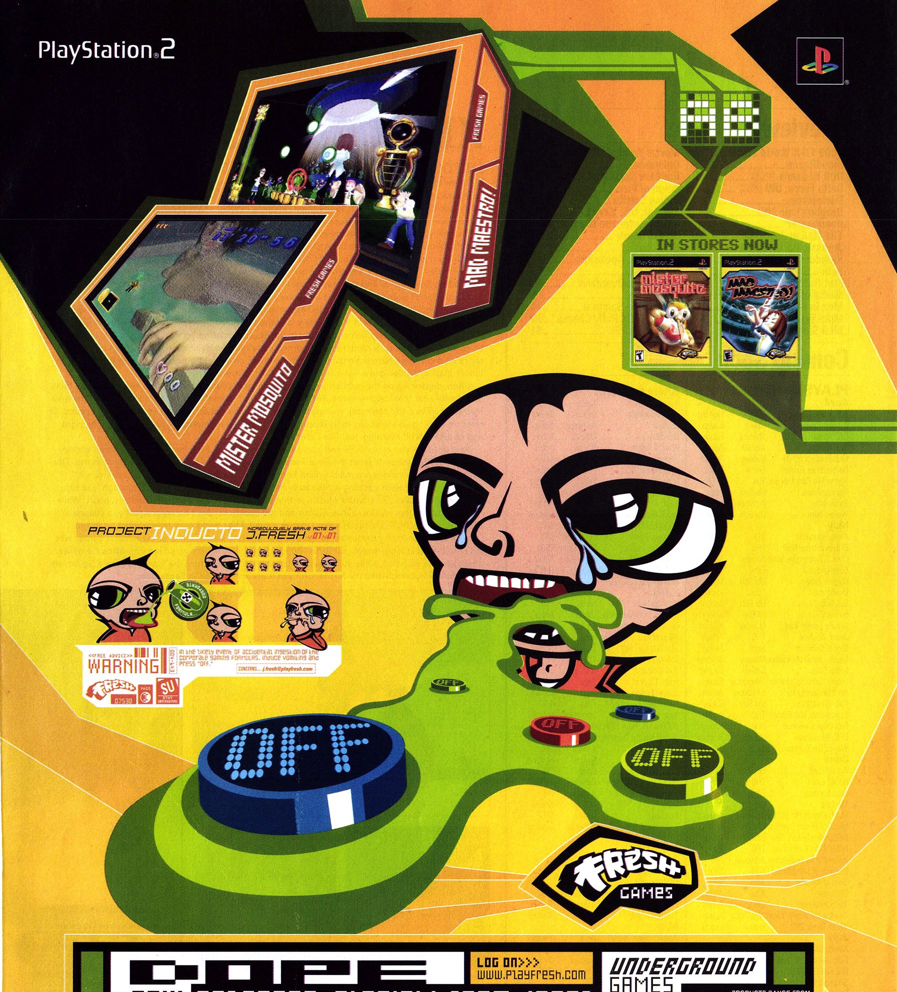


	Last Month	Title / Publisher	Rating
2	—	Grand Theft Auto 2 *Rockstar*	●●●
3	7	Gran Turismo 2 *Sony CEA*	●●●●●
4	—	Motocross Mania *Take 2 Interactive*	●

Boy, oh, boy! Motocross for $10! Motocross where you can hardly steer! Motocross where you wish you'd have bought a used CD instead! Motocross that hardly passes as motocross! Whee!

	Last Month	Title / Publisher	Rating
5	8	Spyro: Year of the Dragon *Sony CEA*	●●●●●
6	—	Rocket Power Team Rescue *THQ*	●◐
7	5	SpongeBob SquarePants *THQ*	●●
8	—	Spec Ops: Covert Assault *Take 2 Interactive*	●
9	3	Tony Hawk's Pro Skater 2 *Activision*	●●●●●
10	—	Tekken 3 *Namco*	●●●●●

Source: NPDFunworld TRSTS Service, mid-February 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.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Coming Soon

PLAYSTATION 2

April

Barbarian	Titus	Fighting
Caesars Palace	Take 2	Casino
GTC Africa	Majesco	Racing
Headhunter	Acclaim	Adv.
MLB SlugFest 20-03	Midway	Sports
No One Lives Forever	Sierra	FPS
Pryzm: The Dark Unicorn	TDK	RPG
Rayman Arena	Ubi Soft	Action
Spider-Man	Activision	Action
Worms Blast	Ubi Soft	Puzzle

May

Akira Psychoball	AIA	Pinball
Britney's Dance Beat	THQ	Rhythm
Chris E. Aggressive Inline	Acclaim	X-Sports
Commandos 2	Eidos	Strategy
Conflict Zone	Ubi Soft	Strategy
Downforce	Titus	Racing
Evil Twin	Ubi Soft	Action
Freekstyle	EA Big	X-Sports
Gravity Games: Bike	Midway	X-Sports
Jimmy Neutron	THQ	Action
King of Coliseum	bam!	Action
Legion: Legend of Excalibur	Midway	Strategy
Lethal Skies	Sammy	Shooter
Looney Tunes: Space Race	Infogrames	Racing
Need for Speed: HP2	EA Games	Action
Rally Simulation	Ubi Soft	Racing
Scooby-Doo! 100 Frights	THQ	Action
Test Drive: Overdrive	Atari	Racing
UFC: Throwdown	Crave	Fighting
Way of the Samurai	bam!	Adv.

June

Antz Racing	Empire	Racing
Hot Wheels	THQ	Action
Lego Soccer	EA Sports	Sports
The Lost	Crave	Adv.
Mat Hoffman's Pro BMX 2	Activision	X-Sports
Medal of Honor: Frontline	EA Games	FPS
MS Gundam: Fed. Vs. Zeon	Bandai	Action
MX f/ Ricky Carmichael	THQ	Racing
Return/Castle Wolfenstein	Activision	FPS
Romance of 3 Kingdoms 7	Koei	Strategy
Skies of Arcadia	Sega	RPG
Stuntman	Atari	Action
The Terminator	Infogrames	Action
Tom & Jerry: War/Whiskers	NewKidCo	Action
Virtua Tennis 2K2	Sega	Sports

July

Aliens: Colonial Marines	EA Games	Action
Kelly Slater's Pro Surfer	Activision	X-Sports
NHL FaceOff 2003	Sony CEA	Sports
Simpsons Skateboarding	EA Games	X-Sports
Sky Gunner	Atlus	Shooter
Street Hoops	Activision	Sports
The Thing	Universal	Adv.
V.I.P.	Ubi Soft	Action

Future Releases

Armored Core 3	Agetec	Action
Auto Modellista	Capcom	Racing
Blade II	Activision	Action
BloodRayne	Majesco	Action
Dead to Rights	Namco	Action
Defender	Midway	Action
Dragon's Lair 3D	Encore	Action
Endgame	Empire	Shooter
Final Fantasy XI	Square EA	RPG
.hack: Treasure Hacker	Bandai	Action
JoJo's Bizarre Adventure	Capcom	Fighting
Jurassic Park: P. Genesis	Universal	Sim
Kingdom Hearts	Square EA	RPG
Legend of Legaia	Fresh Games	RPG
Men in Black II	Infogrames	Action
Mortal Kombat: DA	Midway	Fighting
MS Gundam: Lost War	Bandai	Action
Onimusha 2	Capcom	Adv.
Pac-Man Fever	Namco	Party
Rayman 3: Hoodlum Havoc	Ubi Soft	Action
Red Dead Revolver	Capcom	Action
Reign of Fire	bam!	Action
RLH: Run Like Hell	Interplay	Action
RoboCop	Titus	FPS
Soul Calibur 2	Namco	Fighting
Space Channel 5	Sega	Rhythm
Space Channel 5 Part 2	Sega	Rhythm
Summoner 2	THQ	RPG
Superman: Apokolips	Infograms	Action
SOCOM: U.S. Navy SEALs	Sony CEA	Action
Spyro: Enter the Dragonfly	Universal	Action
Suikoden III	Konami	RPG
Tekken 4	Namco	Fighting
TimeSplitters 2	Eidos	FPS
Tiny Toons: Loonyverse	Conspiracy	Action
Turok: Evolution	Acclaim	FPS
Vexx	Acclaim	Action
Xenosaga	Namco	RPG
X-Men: Next Dimension	Activision	Fighting

PS ONE

April

Bass Fishing	Take 2	Fishing
DDR Konamix	Konami	Dancing
Dracula: Last Sanctuary	DreamCatcher	Adv.
FIFA World Cup 2002	EA Sports	Sports
The Italian Job	Rockstar	Racing

May

Austin Powers Pinball	Take 2	Pinball
Bear in Big Blue House	Ubi Soft	Edutain.
Delta Force: Urban War	NovaLogic	FPS
Digimon World 3	Bandai	RPG

Future Releases

Dexter's Lab: Mandark	bam!	Action
Gundam Battle 2	Bandai	Action
MLB 2003	Sony CEA	Sports
Spec Ops: Airborne Div.	Take 2	Action

KINGDOM HEARTS

HANDS-ON PREVIEW

Introducing Square's version of a "magic kingdom"

We knew to expect something really special from this long-awaited **Square** and **Disney Interactive** collaboration—but having now actually played it has left us in awe. Kingdom Hearts astounds on so many levels, but none so much as the mind-boggling number of Disney characters found in the game—over 100. Plus, a few Square characters—new and old—add further interest.

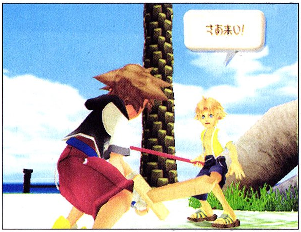
You really have to see this to believe it. Watch Goofy fumble about, swing vine-to-vine with Tarzan, follow Winnie the Pooh throughout Pooh Corner, or call upon *The Lion King*'s Simba or Mushu from *Mulan* for tactical support during battles—anything's possible in the game. In fact, one of the craziest aspects of Kingdom Hearts is simply seeing these Disney characters interact with each other. *Snow White and the Seven Dwarfs'* evil Queen teaming up with Jafar from *Aladdin*? Yup! Again, anything's possible. And most any Disney fan will find it an absolute trip.

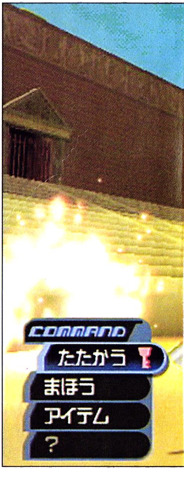
Equally cool is just how well-detailed everything looks in the game. Characters all move with the animated fluidity you'd expect from Disney, and the settings themselves just drip with Disney style. From the forests that play home to Tarzan to the desert backdrops of *Aladdin*, you'd swear sometimes that the beautifully rendered environments are real Disney animation cels. Even individual stairs on a staircase have been painstakingly textured, so as to fully give the illusion that you're no longer playing a video game—you're living out a Disney movie.

Often, depending on the location you currently inhabit, your party members take on new abilities or actually alter their appearances. For example, as you swim through the oceans found in the area inspired by *The Little Mermaid*, your party grows fins like Ariel or Triton in order to swim around. Or later on, you'll gain the ability to fly through the London skies toward the second star to the right and straight on till morning, just like Peter Pan.

As a third-person action/RPG (with an emphasis on action), Kingdom Hearts adopts an entirely different battle system to what the Final Fantasy-loving crowd might expect of a Square game. The game's hero Sora swings around his giant key with the effectiveness of a powerful sword, with Donald and Goofy often pitching in alongside him. And when the going gets really rough, you can summon characters like Dumbo, Mushu or that badass fawn Bambi for some extra support. While most of your battles involve Disney villains and the Heartless, don't be surprised if you engage in a playful scuffle with FF characters like Tidus or Squall. They might even help you out later, too.

With its action-heavy gameplay, Kingdom Hearts seems partly aimed at the general gamer who isn't interested in long, drawn-out RPGs. Which means that Square could possibly attract a whole new audience with this, while still pleasing its fans—or possibly turn the fans off entirely. So far, we think they've accomplished the former. But you'll see for yourself in **September**.



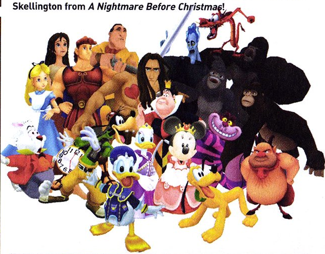


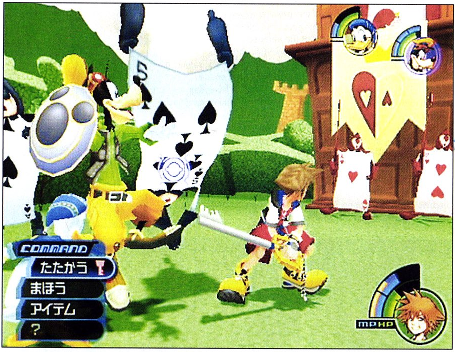
The Heartless

Kingdom Hearts' story revolves around Sora, who must find his two friends Riku (no, not *Rikku*) and Kairi after a freak storm separates them. Along the way, he learns about King Mickey's disappearance and a bunch of creatures from another dimension called the Heartless that are recruiting Disney villains to help steal the pure hearts of the inhabitants of the land. Realizing that the storm and everything else is linked to the Heartless, Sora decides to take them on!

Disney Roll Call

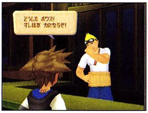
All told, Kingdom Hearts features over 100 Disney characters. So far, we've spotted Donald and Daisy Duck, Mickey and Minnie Mouse, Goofy and Pluto, plus characters from these movies: *Tarzan, Hercules, Alice in Wonderland, Winnie the Pooh, Peter Pan, The Little Mermaid, Bambi, Dumbo, Aladdin, Snow White, Mulan* and *The Lion King*. There are even some surprise cameos, too, like Jack Skellington from *A Nightmare Before Christmas*!

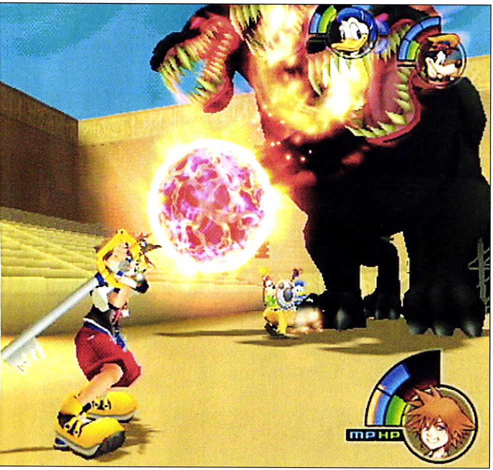




Square Talent

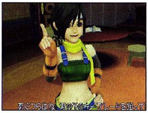
While regular readers should already know that Tetsuya Nomura (character designer for most of the recent Final Fantasy games and The Bouncer) is heading up Kingdom Hearts, one new addition was recently made: Yoshinori Kitase (producer of FFX and director of FFVII and FFVIII). He's now serving as coproducer on the project and will surely make valuable contributions. Other staff members come from the Final Fantasy teams (including Tactics!), Parasite Eve and Vagrant Story.

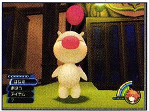




Aeris Lives?!

In past issues we've spoken about such Final Fantasy character cameos in Kingdom Hearts as Cloud, Yuffie and Cid Highwind (from VII); Selphie and Squall (from VIII); Wakka and Tidus (from X); and Moogles (multiple)—but none of them is nearly as cool as this surprise appearance: VII's Aeris! Yep, gaming's most infamous dead chick is alive and well in Kingdom Hearts. We don't know what kind of role she'll play, but it sure makes for one hell of a pleasant surprise.



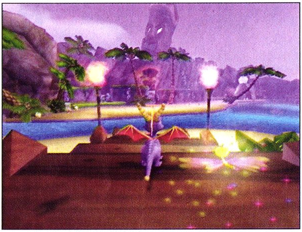


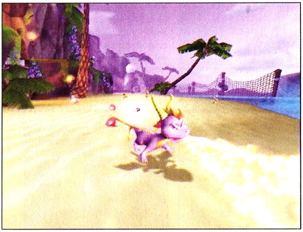
SPYRO: ENTER THE DRAGONFLY

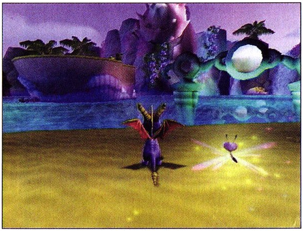
FIRST LOOK

He's back, but will he be better?

Now that our favorite diminutive dragon is no longer in the able hands of developer Insomniac, what can we expect from **Universal Interactive**'s Spyro when he debuts on PS2 this **fall**? Here's a quote from the release: "A platform adventure, the title features a new weapon for Spyro—dynamic, particle-based breath abilities—in addition to a brand-new storyline, new characters, new vehicles and larger visual worlds." So, uh, more of the same, it seems.

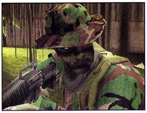


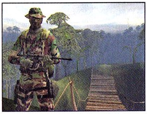




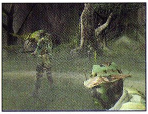
SOCOM: U.S. NAVY SEALS

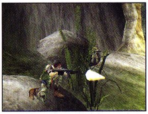
Fall in, soldier!

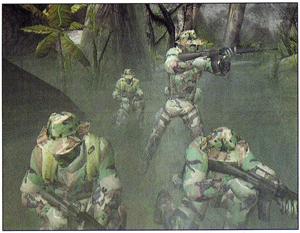


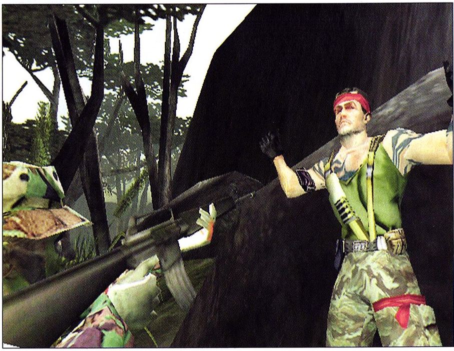


Though we haven't gotten hold of much new info on **Sony CEA**'s marquee online title, we couldn't resist passing on to you these sharp new screens. If you read our preview way back in the August issue, you no doubt remember that the game is being developed by former members of the defense industry who are working very closely with real-life Navy SEALs to ensure that the game is as realistic as possible. As a result, you (and possibly up to 15 friends through the use of the upcoming PS2 online adapter) will need to be more careful than in your everyday action shooter; the intelligent enemies will hunt you down if you betray your hiding space (which can be anything from a patch of ferns to dense, low-lying fog), and one well-placed shot can take you out. We've also just learned that the game will definitely ship with a USB headset packed in, which allows for voice command of your three SEAL teammates in the one-player game, and also delivers voice chat online. To further support the online aspect, the game will include eight multiplayer-specific environments and even support for "clans," or online communities. Look for SOCOM in stores this **summer**.









MAT HOFFMAN'S PRO BMX 2

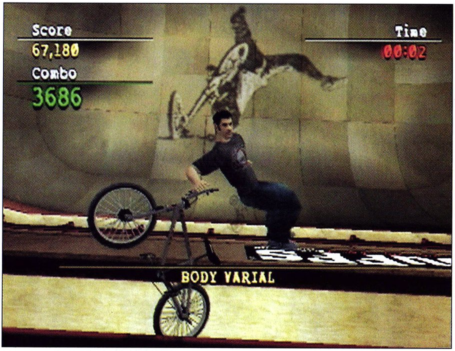
HANDS-ON PREVIEW

Where handlebars double as a footrest

Remember the first time you ever did a flatland trick in Tony Hawk 3, and you thought it was the coolest thing you'd ever seen on the PS2? Well, nothing can prepare you for the amount of rad, gnarly, unfathomable sweetassedness of the land tricks that **Rainbow Studios** has inserted into the second coming of **Activision**'s Mat Hoffman's Pro BMX. Once you're in a manual (known as a Bridge), an entire world of possibilities opens up. One move makes it look like the guy is washing the entire bike with the leg of his jeans. Another makes it appear that he's heard a funny pinging sound and is more than willing, while moving, to inspect every nook and cranny with his ear. And for those who wish you could stand on your handlebars in the first Hoffman, be disappointed no more!

Nothing in extreme-sports games is cooler than the wild maneuvers that come to life in Hoffman. These flatland tricks are the ridiculously jaw-dropping moves that surely would have separated the first incarnation from the Tony Hawk series. But now there's the PS2 graphics to go with them, so it seems that Hoffman 2 was worth the wait.

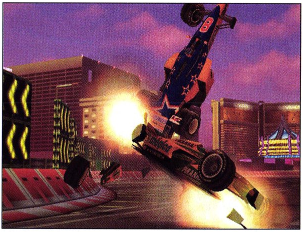
Besides all of the fancy moves, there's also a revamped game. Instead of jumping level to level to unlock different items, the game now features a Road Trip mode. You start off at Hoffman's home base in Oklahoma City, then you're off to Chicago, New Orleans, Boston, Los Angeles, Las Vegas, Portland and Hawaii. Ripping a page from the Tony Hawk 3 book, each level features an "event," which means you may have to grind a set of benches to get a bridge to drop, which opens up more of the level. Or, you may have to do a series of tasks to open up a gate that leads to the promised land of secret tapes-ville. If you can see it, you can get to it. Nothing's off limits this **June**.


Score
67,180
Combo
3686
Time
00:02
BODY VARIAL

Score
0
Combo
3115 X2
Best Score
11814
Seat Eater
Bridge

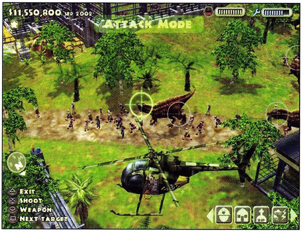
Score
0
Combo
3984 X2
Best Score
6232
Dizzy Hitchhiker

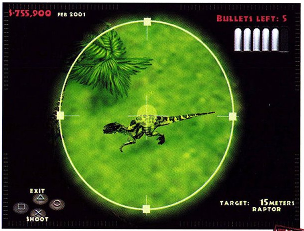
Score
0
Combo
1082
Best Score
1063
Swing Leg



Downforce

If CART Fury and Driven left you arcade-racing fans feeling a little flat, **Titus** hopes to pump you up with its take on the quickly growing "F1-style cars in wildly unrealistic situations" genre. With 21 courses in eight real-world locations (like Hong Kong and Las Vegas), the game should offer plenty of opportunities to generate spectacular crashes and otherwise unorthodox mayhem. We'll find out whether any legit race teams have offered their cars up for punishment in **May**.

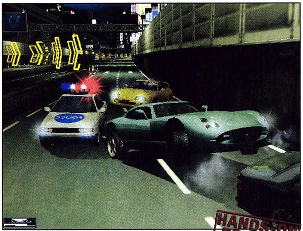

$11,550,800 SEP 2002
ATTACK MODE
EXIT
SHOOT
WEAPON
NEXT TARGET


$755,900 FEB 2001
BULLETS LEFT: 5
EXIT
SHOOT
TARGET: 15METERS
RAPTOR

Jurassic Park: Project Genesis

FIRST LOOK

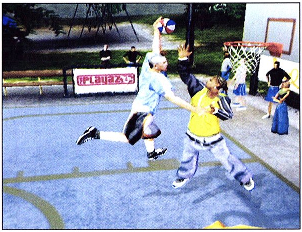
Remember the Jurassic Park game that we previewed last August? Well, this...isn't it—Survival got canned months ago. Instead, Project Genesis takes on more of a SimCity approach to gameplay, as you develop your own personal Jurassic Park (hoping, we guess, that the attractions don't eat the tourists). **Universal** also tells us that its **holiday** release features 12 action-based missions in which staying alive and killin' dinos seems to be the order of the day.

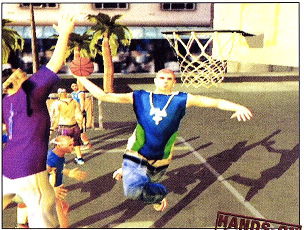


HANDS-ON PREVIEW

Test Drive: Overdrive

Even though the Test Drive franchise has gradually faded into obscurity over the years, its first PS2 title proved a pleasant surprise during a recent visit to U.K. developer **Pitbull Syndicate**. The new game, due in **May**, is a plot-driven racer spanning the globe from San Francisco to Tokyo, London and Monaco. The graphics engine looks sharp, with dynamic lighting effects and environmental mapping giving the cars that polished feel of a Gran Turismo 3.





HANDS-ON PREVIEW

Street Hoops

Here's a quiz to indicate if you'll like **Activision**'s Street Hoops. Credit yourself one point for each "yes." Have you ever purchased an And 1 videotape? Have you ever stopped your Sunday stroll to witness street basketball? Have you ever stayed at the neighborhood court 10 extra minutes to master your off-the-knee dribble? Did you like NBA Street, but thought it was just too cartoony? Do you know these names: The Future, Half-Man Half-Amazing and Hot Sauce? If you scored a two, chances are you'll be standing in line this **July** for this hoops effort.

MIB II: ALIEN ESCAPE

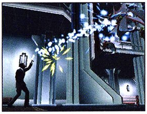
HANDS-ON PREVIEW

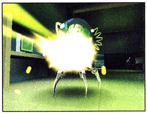
Jay and Kay get trigger happy

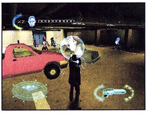
Ah yes, the action shooter...a genre that has all but dwindled from the gaming market of today. 3D has rarely been kind to games along the lines of Contra or Metal Slug, and thus the type of mindless, arcadey, twitch gaming akin to these titles seems to have become something of the past.

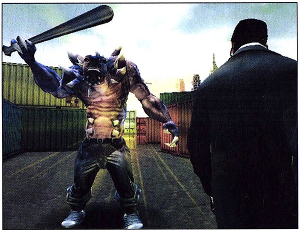
Infogrames attempts to help remedy things with this Men in Black II game due out alongside its big-screen counterpart this **summer**. Nothing more than a straight-up arcade shooter, it's still loads of fun. Featuring a storyline entirely different from that of the movie, Alien Escape is all about wielding and shooting big guns at the scum of the universe. It's rather mindless, but some features, such as a lock-on cursor similar to that of Sega's Rez, help add a degree of strategy.

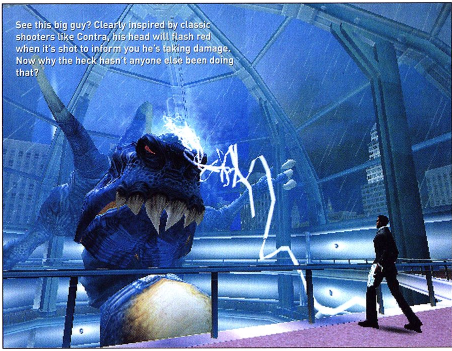
The game puts you in control of either Agent Jay or Kay as you blast your way through over 21 stages, ranging from the Global Media building to a massive alien mothership. Along the way, you'll marvel at the spectacular effects yielded from massive weapons, and take out enemies that explode into piles of goo. It's definitely fun from what we've played so far.



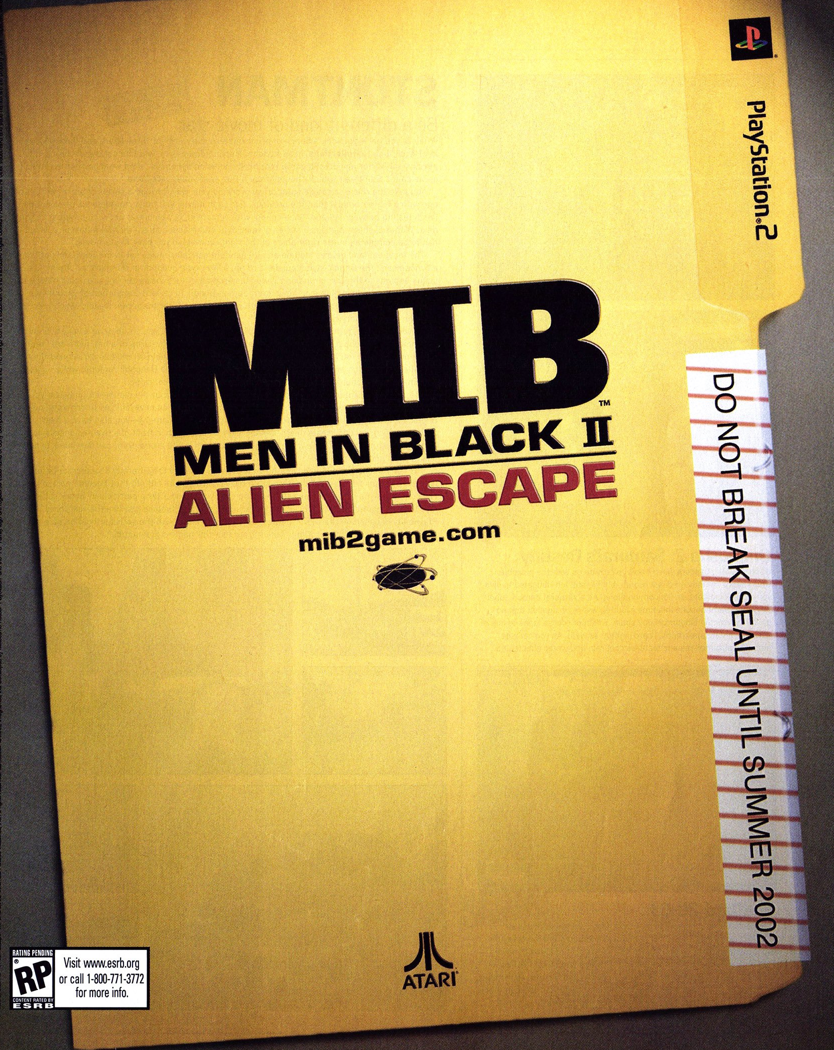








See this big guy? Clearly inspired by classic shooters like Contra, his head will flash red when it's shot to inform you he's taking damage. Now why the heck hasn't anyone else been doing that?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ALIEN ESCAPE
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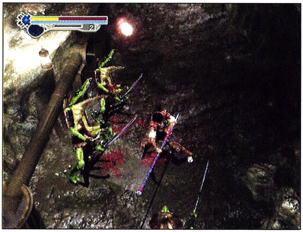
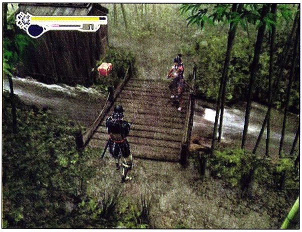
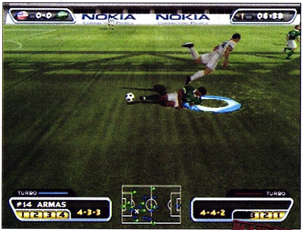




Onimusha 2: Samurai's Destiny

Unfortunately, **Capcom** wasn't able to provide us with the playable Onimusha 2 we indicated last month, but we still felt obligated to give you a quick look at how it's coming along. As a samurai named Jubei Yagyu (no Samanosuke this time around), you're up against that no-good resurrected Nogunaga guy again, which of course leads to lots of demon-fightin' (apparently, lizard-fightin' as well). As you can see here, the **summer** release features cool rain and water effects, too.



RedCard 20-03

HANDS-ON PREVIEW

When you think about a **Midway** sports game, you generally think they'll cut the number of players on the field and adrenalize everyone so decapitation takes as much precedence as scoring. Which makes RedCard a surprising brush stroke on Midway's sports palate. First off, there are 11 players per team (like in real footy), but no, the referees are not paying attention (unless you change their strictness). The controls are a little loose, but that should be tightened up by **May**.

STUNTMAN

HANDS-ON PREVIEW

Be a different kind of movie star

What do you get if you lock a bunch of programmers in a room for three years and throw away the key? According to **Reflections'** head honcho, Martin Edmondson, what he got was "a brand-new physics engine for any driving game that needs collision dynamics." And what you get in return is a game called Stuntman, which should grace a PS2 near you in **late June**.

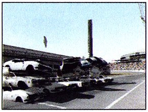
You take the role of a rookie stunt driver working your way through a series of six movies, each one with a higher budget than the previous. For each movie, you must complete six or so set pieces (each lasting between 45 and 150 seconds) with a score of 75 percent or above to progress to the next. Within each set piece is a series of individual stunts (such as a handbrake turn or a jump) that has to be completed in the right place at the right time—else you have to start over.

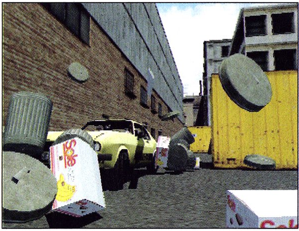
The locations and genres include an independent gangster movie set in the docklands of London, a *Smokey and the Bandit*-style Louisiana romp, a Woo-type actioner in Bangkok, an Alpine Clancy-esque espionage thriller, an *Indiana Jones*-inspired adventure movie set in Cairo, and finally a spy thriller that unfolds in Monaco. (Move over, James Bond!) To reward completion of each movie, you see your recorded footage intermingled with prerendered CG for the movie trailer, which you can store on your memory card.

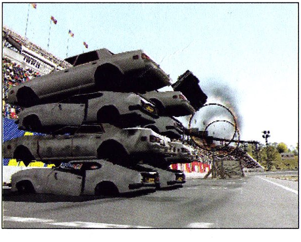
As you'd expect from the diverse range of locations featured, you get to drive a variety of different vehicles throughout the game, though as they fall apart at the drop of a hat, none are "real" for licensing reasons. You'll need to learn to maneuver an old-school Brit muscle car around the narrow alleys of London and take a Thai tuk-tuk for a fly across the Bangkok roofline, while nurturing the pin-sharp reactions to weave your supercar through Monaco traffic.

There's a constant incentive to perform even better throughout the game—not only can your career progress, but it also unlocks many other options, such as new vehicles to drive and objects to place in the Stunt Arena. Aha! Not only do you play for the camera—you also have a freeform arena in which you can create death-defying stunts to perform in front of a live audience. And the better your stunts on film, the more you get to play with in the arena, from car dominoes to school-bus jumps. Just like real life.

The car models are detailed right down to chassis level, so they literally disintegrate before your very eyes as you smash your way through the levels. When bits fall off, they become part of the environment—you may find yourself bouncing over your hood after a particularly heavy collision. And the driving model is simply amazing; cars roll, skid and bounce just like the real thing. Playability is based on the Driver games, so anyone familiar with the series should be able to pick up the controller and start rolling. Take it from us—this game's gonna rock!

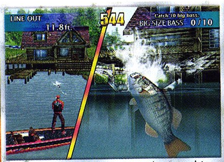




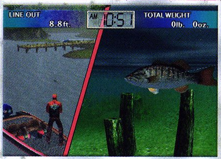


Catch the biggest bass you've ever seen...

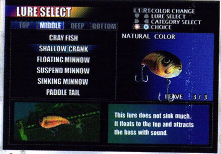
...from the comfort of your own couch.


LINE OUT
11.8ft.
544
Catch 10 big bass.
BIG SIZE BASS 0/10

Brilliant effects and graphics bring Bass Fishing to Life!


LINE OUT
8.8ft.
AM 0:51
TOTAL WEIGHT
0lb. 0oz.

Innovative split-screen mode shows who's winning the fight.


LURE SELECT
TOP
MIDDLE
DEEP
BOTTOM
CRAY FISH
SHALLOW CRANK
FLOATING MINNOW
SUSPEND MINNOW
SINKING MINNOW
PADDLE TAIL
L1 R1 COLOR CHANGE
LURE SELECT
CATEGORY SELECT
CHOICE
NATURAL COLOR
LEAVE 3/3

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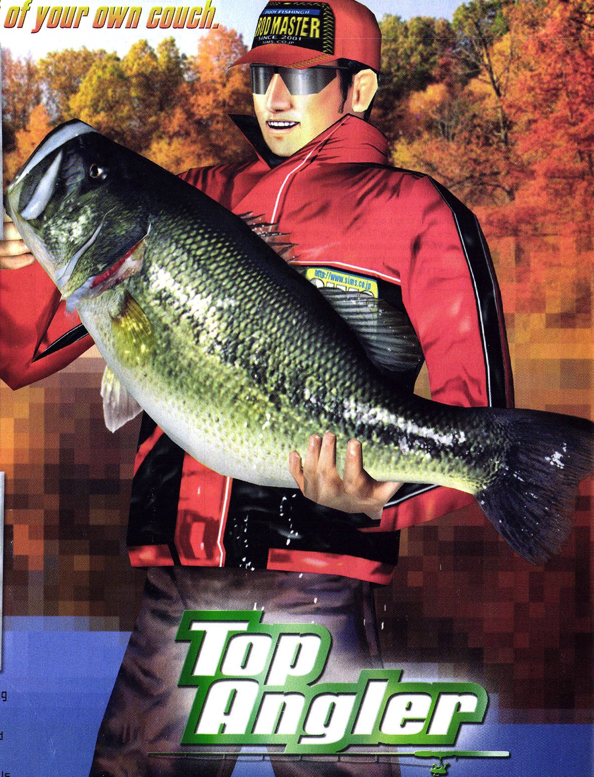
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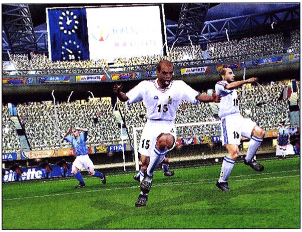
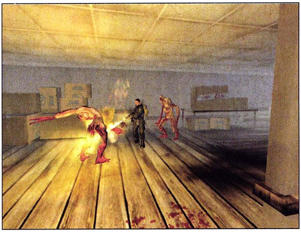
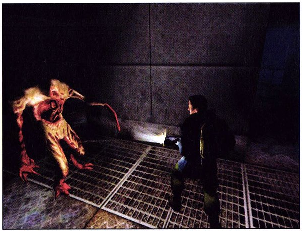


2002 FIFA World Cup

If you were feeling a bit ripped off by **EA Sports** last fall once you realized FIFA had no World Cup tournament, you weren't alone. It seems that footy fans will have to fork out another $50 in **April** if they want to engage in soccer's biggest show. This new version does feature updated rosters, all 20 World Cup stadiums and new camera angles a la EA's NHL series, which means there will be dramatic close-ups for big moments. A sham? Maybe. Yet we still can't wait for kickoff.





The Thing

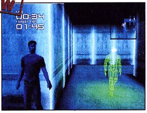
Universal Interactive's take on the survival-horror genre should be with us any day now. Taking place shortly after the events seen in the 1982 film, The Thing is set at the Antarctic base where the action from the movie took place. As you'd expect, lots of silly-looking monsters (take the guy in the screen above, for example) confront you, but at least you'll play the game safe in the knowledge that you can lay waste to them with a rather nifty-looking flamethrower.

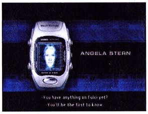
HANDS-ON PREVIEW

HEADHUNTER

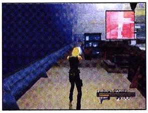
Metal Gear meets Syphon Filter

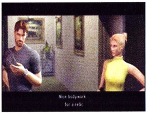
Acclaim continues to publish **Sega** titles this **April** with Headhunter, placing you in the role of a bounty hunter named Jack Wade. Set in a near-future California where an almost fascist regime rules in an attempt to lessen the excessive crime, Headhunter acts as a sort of middle ground between a Metal Gear Solid and a Syphon Filter. Like MGS, this fine-looking game requires its fair share of stealth, and it even features some virtual-reality missions to train and test you. But that's counterbalanced big-time by intense gunfights more akin to what Gabe Logan might face. So, does Jack have anything at his disposal that Snake and Gabe could only dream about? Yep. A kickass motorcycle provided by his current employer and a sexy blonde named Angela Stern (you play as her a bit, too).



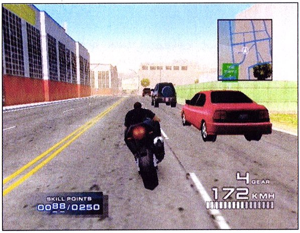


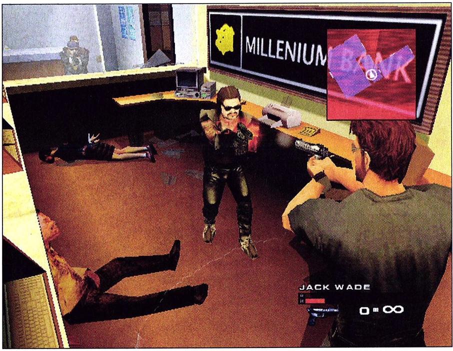
-You have anything on Fulci yet?
-You'll be the first to know.

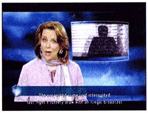




Nice bodywork for a relic







The suspected crime lord intercepted last night's lottery draw with an illegal broadcast

Not Necessarily the News

Setting up much of the events portrayed in Headhunter is a satirical, often subtly hilarious news program called "All You Need to Know" (on ABCBS). The two anchors banter on cheerfully about everything from big-time criminals' value on the Criminal Exchange ("Psychotic gangster Esteban Ramirez rose three points.") to how their dogs detest violence ("We can learn a lot from dumb animals, Kate.").

Hackers have cracked into Digimon Online!

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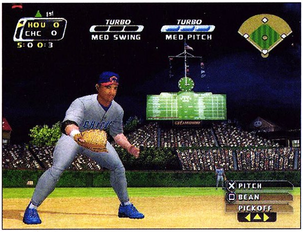
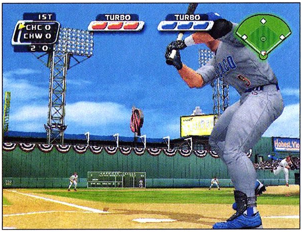
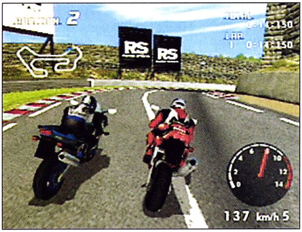




MLB SlugFest 20-03

If High Heat isn't your cup of tea because it's too simulation-oriented, and Triple Play isn't your cup of sludge because it's an aberration, SlugFest might be just the thing. It's the loud, proud, over-the-top style of baseball that only **Midway** can make. If you liked the aggressiveness and pace of Blitz and the violence and speed of Hitz, then keep your eye on this one. Expect a mammoth list of wacky unlockables and every one of your favorite MLB stars.



Riding Spirits

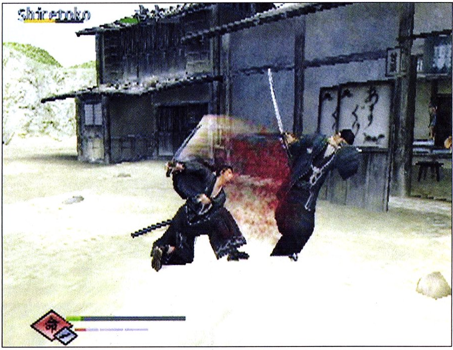
Bam! is looking to challenge MotoGP's title for de-facto champion of PS2 motorcycle simulation with Riding Spirits, due out in **May**. The game features over 150 different bikes from manufacturers like Honda, Kawasaki, Suzuki, Yamaha and more. Also, it includes a money-based system for upgrading your motorcycle (or buying a new one) and even the ability to customize your rider's appearance using licensed gear from top outfitters like Shoei and Alpinestars.

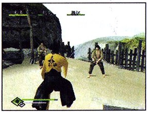
WAY OF THE SAMURAI

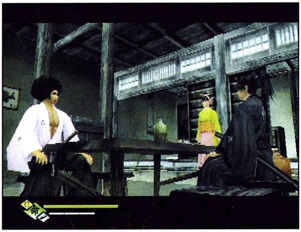
FIRST LOOK

Samurai action from a team of ninja experts

Maybe you're thinking Way of Samurai isn't anything you'd care about. After all, it's being published by **bam!**, a relatively little-known company responsible for shoveling out stuff like Driven, Contender 2 and The Powerpuff Girls: Chemical X-Traction. Well, think again. See, Way of the Samurai, due out this **spring**, is being developed by **Acquire**, the team behind the first two Tenchu games. And now that a different developer is handling the PS2 Tenchu title, Samurai seems like a solid bet for fans of those nifty ninja sneak-'em-ups. Featuring 40 different swords and 200 unique fighting stances and attacks, Samurai offers an open-ended adventure that changes depending on your choices. The game is set in Japan in 1878, during a tumultuous time when the samurai lifestyle is no longer what it used to be. As a wandering samurai, you get caught up in a dispute that leads to deception and betrayal on all ends. Will you become an honorable hero, or just another washed-up swordsman-for-hire? The choice is yours.

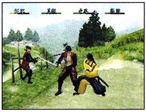






Samurai Stolar

So how did bam! manage to nab such a big game? Credit Bernie Stolar, former president of Sega of America and a one-time executive VP of Sony CEA. Stolar recently joined bam! as its president, and his current slate of titles might help this once-overlooked publisher emerge as a legit force. Along with Way of the Samurai, bam! also has WRC: World Rally Championship and Savage Skies on deck. "We are very pleased to boost our PlayStation 2 lineup so rapidly and with such excellent titles," says Stolar.



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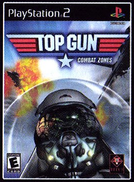
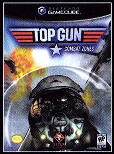
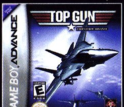




Rating Pending

Coming Soon on:



Top Gun: Firestorm Advance Coming Soon on:

EVERYONE
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CONTENT RATED BY ESRB

Violence

PlayStation 2

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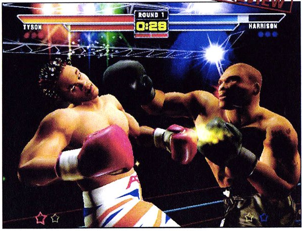
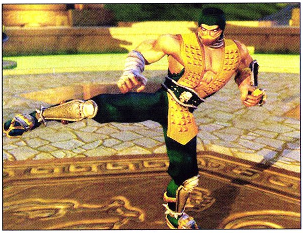
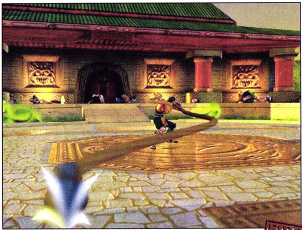
HANDS-ON PREVIEW



Mike Tyson Heavyweight Boxing

Mike Tyson does more bad things before 7 a.m. than most of us do in a calendar year. Yet **Codemasters** has kept the ear-hungry troublemaker on board for this **May** release. The game is surprisingly fun, and while it lacks the glitz of Knockout Kings 2002, the depth will wow you. You can unlock punch combos, fighters and a laundry list of items which make the game stay fresh. Spot-on collision detection and a sweet damage engine show the hurt you're taking and inflicting.





Mortal Kombat: Deadly Alliance

FIRST LOOK

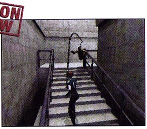
Yep, that's Scorpion you see there, performing a kata in a pre-game sequence to **Midway**'s attempt to revitalize the Mortal Kombat series in a full 3D environment. It's all we've seen of the **fall** release thus far, but if it's any indication of Deadly Alliance's actual in-game combat to come (and it supposedly is), then old fans of the series might just want to start yelling "Mortal Kombat" to mid-'90s techno again. More than 20 fighters make up the cast, including a few newbies.

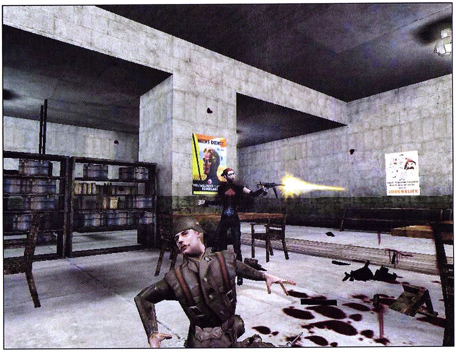
BLOODRAYNE

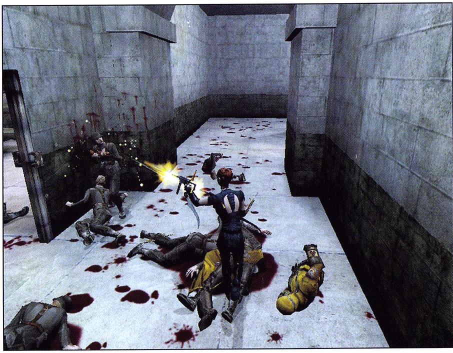
HANDS-ON PREVIEW

A sexy vampire chick with guns

Sometimes you just have to wonder why it takes so long for certain gameplay themes to finally see representation. Well, thanks to this **October**'s BloodRayne from **Majesco**, those aching for the adventures of a half-human/half-vampiric female soldier fighting Nazis in the 1930s no longer have to suffer! The sultry Agent BloodRayne comes armed to the fangs carrying as many as eight weapons at once. And you can forget about having to reload them—this vamp finds it easier simply to pick up the guns of fallen foes. It can be tough to totally down them sometimes, though, as the game's A.I. has been optimized to make them run away or even call for backup. Find yourself taking damage, and it might be a good idea to surprise someone with some teeth to the neck to put some healthy blood in your belly.







MEDAL OF HONOR: FRONTLINE

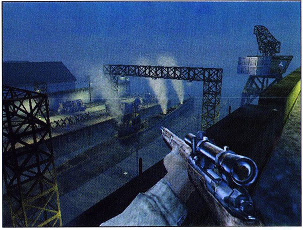
HANDS-ON PREVIEW

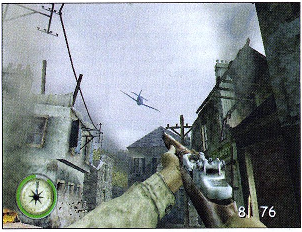
June 6 is D-Day. It's also the day this hits stores

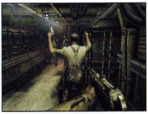
We ran a cover story on this beauty a year ago. Back then, we were convinced that it was going to shape up to be something special—and by golly, we were right. We recently spent some time with a playable version of the game, and by all accounts it's shaping up to be exactly what we've all hoped for—a game that's just like the previous Medal of Honors...only better. With the move to PS2, the graphics now add to the quality as much as the incredible soundtrack has in the past.

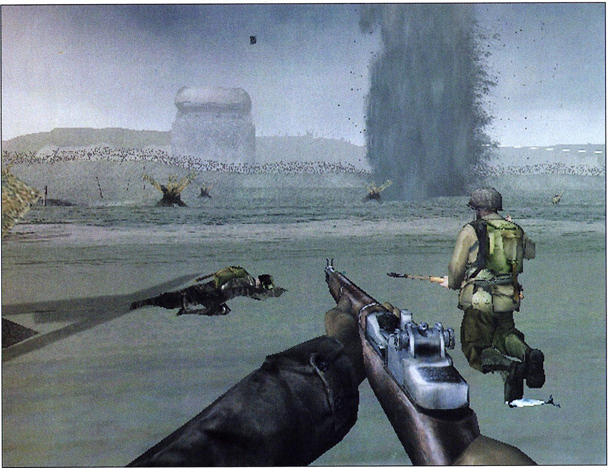
The sections played within the offices of **EA Games** varied considerably, much like the previous two games. In one, we had to set charges attached to the underside of a large bridge without being spotted by the enemy. This was very much a sneaky and quiet mission, which very suddenly opened up into a full-on firefight with a large number of enemies when we were spotted. The tension and change in pace were simply incredible, leading to an experience far more realistic than your average first-person shooter.

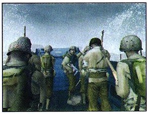
The recently released PC game Medal of Honor: Allied Assault (which, except for D-Day, tackles a different part of WWII) has been widely acclaimed by PC magazines like *Computer Gaming World.* From what we've seen, Frontline seems to share a lot of points in terms of style and execution with this game. The only criticism we're aware of for the PC title is that many of the events seem to be "scripted" so that you always stumble upon set events at set times. From what we saw of Frontline, the team at **Dreamworks** has followed the same route here, but it certainly doesn't detract from the action. It's refreshing to see bad guys in a game who don't run around like morons and actually help develop the narrative. Expect to see it in stores on the 58th anniversary of D-Day: **June 6**, 2002.











D-Day

In December 1943, President Roosevelt appointed General Eisenhower as Supreme Allied Commander, with orders to "enter the continent of Europe, and, in conjunction with other United Nations, undertake operations aimed at the heart of Germany and the destruction of her armed forces." The original codename for this invasion was "Operation Roundup," which was eventually changed to "Operation Overlord." On June 6, 1944, the Allied Forces invaded Western Europe.

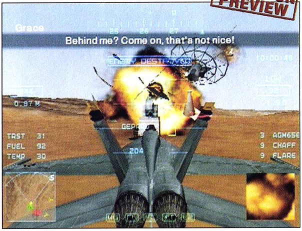
LETHAL SKIES

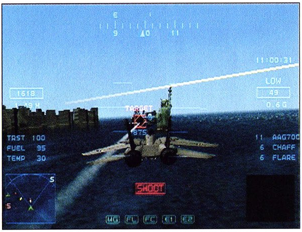
Watch your six!

The PS2's airspace is going to get a bit more crowded in **May** with the release of Lethal Skies, from **Sammy Entertainment**. Set in a post-catastrophic world where the oceans have risen to overtake the coastal cities, the game places players at the controls of a hangar's worth of real-life fighter craft like the F-14D, F-16, F/A-18E and F-15E. Your mission, as a member of the International Alliance's elite Team SW, is to serve the cause of peace and freedom throughout the world. Or some other such vague and noble notion; the game, at least at this point in its development, doesn't really seem to concern itself too much with motivations. "Us and Them" seems to pretty much cover things in this new, watery world.

What is quite clear, however, is the technical skill involved in developing such a fast, realistic game. Planes appear to handle with a degree of realism previously unseen in console flight games. That's not to say this is a true flight sim—not by a long shot—but pulling off maneuvers that were standard in the Ace Combat games, for example, will likely get you killed more often than not due to the more accurate physics. But you'll have plenty of scenic environments in which to flatten yourself, since the game takes place literally all over the world, from the new "New York Sea" to the jungles of southeast Asia.

HANDS-ON PREVIEW


Grace
Behind me? Come on, that's not nice!

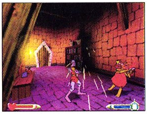


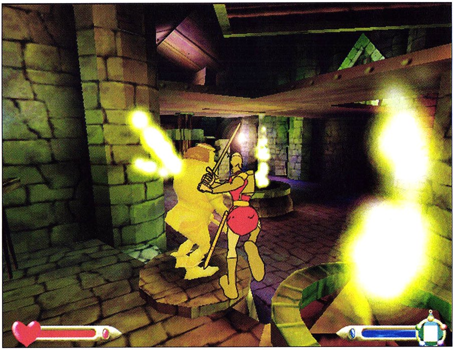
DRAGON'S LAIR 3D

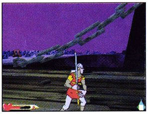
This time you actually have *control*

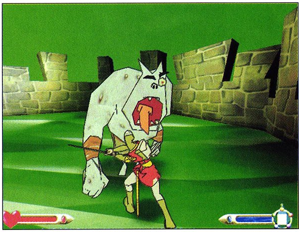
When the original Dragon's Lair was released to arcades in 1983, it earned a loyal following based on its great animation by a team led by noted animator Don Bluth. People didn't seem to mind spending 50 cents a pop (quite expensive back then) for a title whose gameplay involved little more than properly timed (often guessed) button and directional presses. You never had any actual control of Dirk the Daring on his quest to rescue the beautiful Daphne from a dragon named Singe.

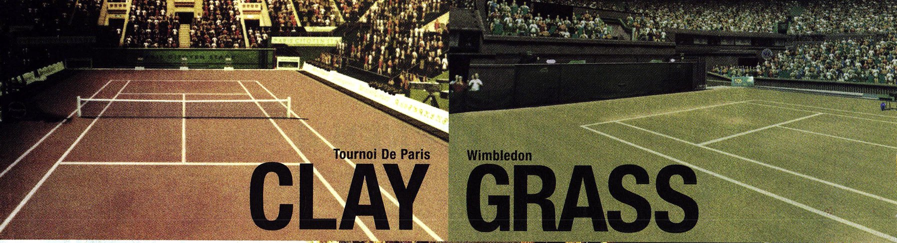
Now, imagine the same game—only it places you in total control. For Dragon's Lair 3D, the team at **Dragonstone Software** adapts the game to the form of a 3D adventure, which still manages to closely resemble the hand-drawn original thanks to its cel-shaded graphics. And it really does serve as an adaptation of the original, as Dirk traverses many of its environments and encounters its colorful characters—the Lizard King, the Checkered Knight, the Smithy, the Giddy Goons, etc.—plus quite a few new ones to add to the gameplay. It all amounts to 43 areas comprising 250-plus rooms, and more than 40 opponents standing in your way. Better yet, Don Bluth himself has animated opening and ending sequences for Dragon's Lair 3D. It ships this **fall** from **Encore Software**.









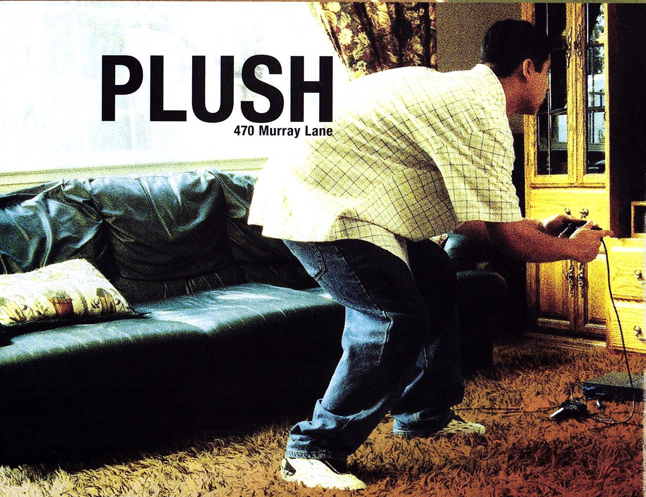


Tournoi De Paris

CLAY

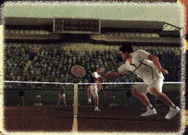
Wimbledon

GRASS

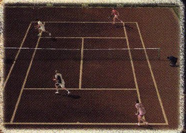


PLUSH

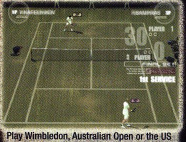
470 Murray Lane



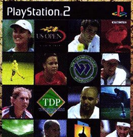
Five game modes, including Pro Tournament Mode and Time Attack.



Play with up to four players with Multitap (for PlayStation®2).



Play Wimbledon, Australian Open or the US Open start to finish in Pro Tournament Mode.



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- Pete Sampras
- Yevgeny Kafelnikov
- Patrick Rafter
- Martina Hingis
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- Monica Seles
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Okay, let's face it. You're never going to feel the grass of Wimbledon under your feet. But you can do the next best thing by firing up Smashcourt Tennis and feeling the shag of your living room carpet. Same pros. Same big-time tournaments. But watch out for rug burn.

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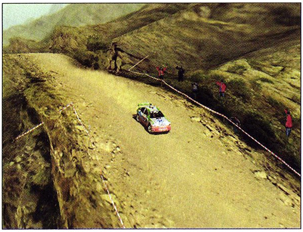
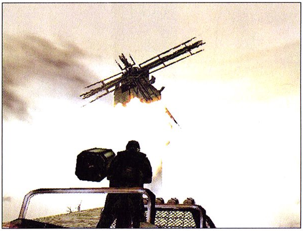
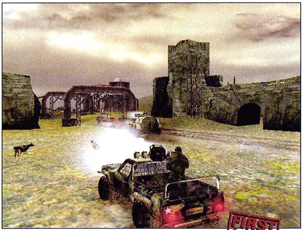


WRC: World Rally Championship

While the above screenshot may not quite do this justice, believe us when we say that WRC is one seriously cool-looking game. Developed by **Evolution Studios** for Sony Computer Entertainment Europe, the game has already taken the U.K. by storm with its satellite-topography-generated landscapes and awesome driving engine. Recently picked up by **bam! Entertainment** in the U.S., we should see this awesome rally simulation in stores any day now.





Reign of Fire

FIRST LOOK

We don't see any dragons in these, the first batch of screenshots released by **bam!** for Reign of Fire, but apparently the story pits modern-day humans against such fire-breathing monstrosities. And if that sounds a little ridiculous (though kind of in a cool way, we think), keep in mind that it's actually a Hollywood plot, based on a Disney film starring Matthew McConaughey due out this July. In the game, you can choose to defend our world as humanity...or destroy it as the dragons.

TEKKEN 4

HANDS-ON PREVIEW

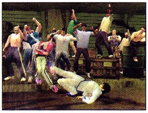
At last! We've played it!

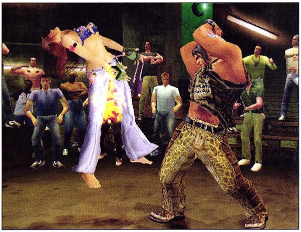
If you thought we were fast approaching the point where we were running out of things to say about Tekken 4, well...you were right. Although there was a constant flow of screenshots coming from our friends at **Namco**, the flow of information was nowhere near as forthcoming. Thankfully, all this has changed, as we now possess a Japanese version of the game to test out and compare to last month's cover star, Virtua Fighter 4.

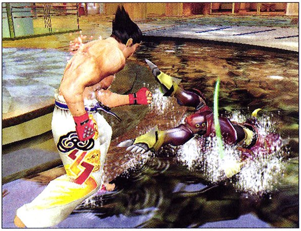
If it's been awhile since you last played Tekken, and you've been indulging in Sega's magnificence lately, the switch in playing styles is pretty significant. Tekken 4 is a much slower and more "powerful"-feeling fighting experience, with the punches and kicks really giving off a feeling of impact.

Unlike previous games in the series, there really is some dramatic difference in the fighting styles of the characters. New boy Steve Fox, for example, is a professional boxer, and as such only uses his fists—thus altering the control system for his character. Christie is the J.Lo lookalike (and quite spookily so) schooled in the funky Capoeria style of Eddy Gordo, while Marduk is an ex-con thug who resembles "Stone Cold" Steve Austin.

Although an official U.S. release date is yet to be set, we have it on fairly reliable authority that we can expect to see Tekken 4 hitting stores in **September.**

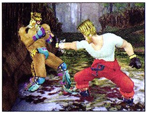


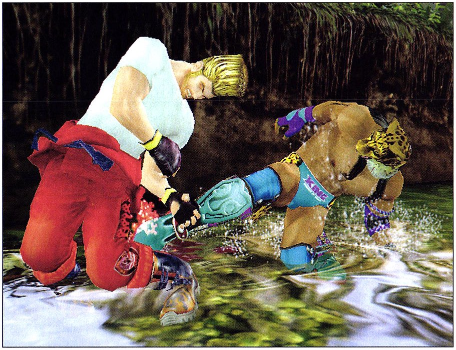


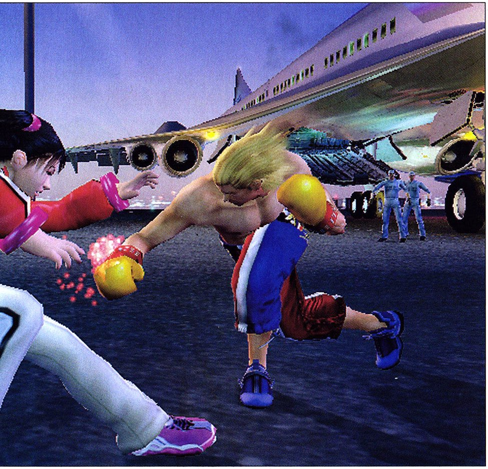


Sidestepping the Issue

Previous Tekkens have offered little in the way of lateral movement, and if you've gravitated to other fighting franchises in recent years, you'll be pleased to know that Tekken 4 now fully acknowledges the third dimension. This is good news, as the fighting styles of all the characters have developed such that you need to be able to dodge and weave your way out of situations (right).







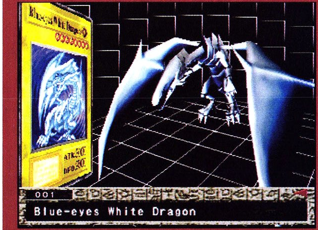
Up Against the Wall

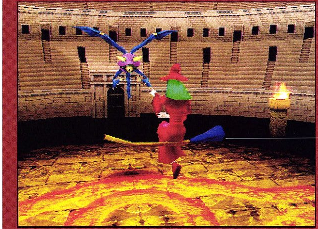
Whereas previous games in the series have simply offered infinite environments (and often with very bizarre-looking results), Tekken 4 puts walls up around the arenas. Just like in Virtua Fighter 4, the boundaries of each environment can be used for tactical effect. However, unlike VF4, the sizes of the arenas vary dramatically. Some are tiny, but some (like the airport, above) are enormous.

Pre-Order Watch

STORE	PRE-ORDER	PRICE	SHIP DATE
Amazon.com	N	N/A	N/A
GameStop.com	Y	$49.99	8/14/02
EBgames.com	Y	$49.99	9/15/02
Buy.com	Y	$49.99	10/9/02
Express.com	N	N/A	N/A

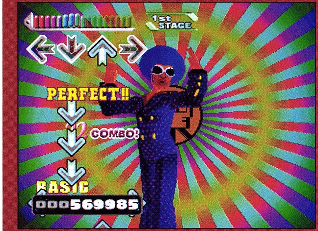
all data as of 3/5/02





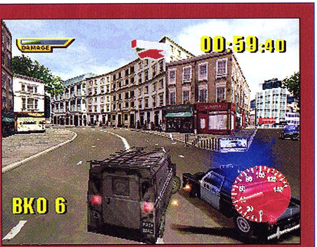
Yu-Gi-Oh! Forbidden Memories

Konami debuts the latest Pokémon-like craze to dominate afternoon TV in the most appropriate of ways—a card-battle game in which your abilities to know when to hold ´em and know when to fold ´em (well, maybe not exactly that) determine the absolute fate of the world. Of course, a bit of a story lies behind it all involving you as an Egyptian pharaoh who must unlock the mysteries of the Shadow Game and the Seven Magical Totems. But it's basically just cards. Check it out **now**.



Dance Dance Revolution: Konamix

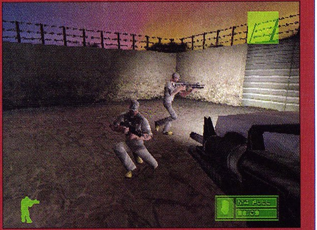
The next Dance Dance Revolution from **Konami**, due **April 23**, should be the best one yet. The game comes stacked with 32 booty-shakin' tunes, plus another 20 waiting to be opened up. Of course, whether you've got the goods to unlock them all depends on your rhythmic aptitude, as you attempt to step in time with the arrows going down your screen. Returning for Konamix is a Workout mode that counts the calories you've burned, while the new Edit mode allows you to create and save your own routines.



The Italian Job

PS one

In **April**, the unlucky PS one saps buying Grand Theft Auto 2 and Driver 2 to cope with a Grand Theft Auto III-less life can stop. Finally, **Rockstar** is putting its hands back on the PS one, and it's not throwing up softballs. The Italian Job is based on the classic 1969 film of the same name starring Michael Caine, with a plot involving the creation of a traffic jam to steal gold. The game features similar hijinks, plus the same dark humor as Rockstar's PS2 titles.



HANDS-ON PREVIEW

Delta Force: Urban Warfare

PS one

A new installment to **Novalogic**'s successful PC series, Delta Force: Urban Warfare places you in control of a counterterrorist unit with the mission of keeping war-mongering groups from getting their hands on nuclear technology. And it's looking to be one of the better first-person shooters on the PS one. From what we've played so far, the graphics and gameplay are definitely solid, leaving only the story and enemy A.I. still up in the air. Look for it this **May**.

SUPERMAN: SHADOW OF APOKOLIPS

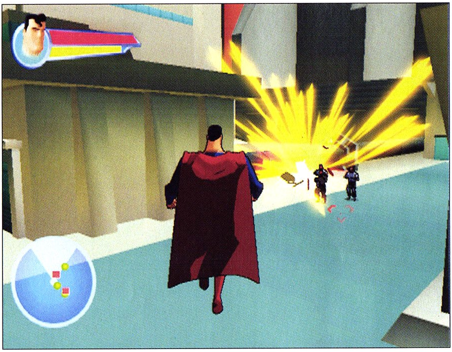
HANDS-ON PREVIEW

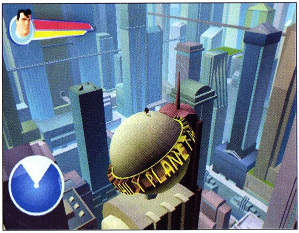
Could a good Superman game finally be coming?

We recently paid a visit to **Infogrames Sheffield House** in the U.K. to see how Superman's first adventure on a PlayStation system is shaping up. Fortunately for Supes fans, a great deal of thought has gone into game mechanics. All of the Man of Steel's superpowers are available right from the start (it's not like you have to learn them, after all)—but you'll also find yourself stuck with Clark Kent in one of the 15 huge levels! The game is heavily plot-driven, having been written with the full cooperation of both Warner Bros. and DC Comics, and is packed with all your favorite characters from the show. Of course, this includes Lex Luthor, who now possesses some otherworldly firepower thanks to Darkseid, the tyrannical (and 100-percent badass) ruler of the planet Apokolips. And you'd better believe Lex plans on using 'em. Other faves from the animated series who pester the original man in tights include Livewire, Parasite, Metallo and Darkseid himself. You can bet Lois and Jimmy will depend on your heroics a time or two, as well.

Infogrames is working hard on the details, too—when you land in a crowd, you get spontaneous applause; pick up a car and hurl it at Metallo, and you'll see it crumple. The cel-shaded graphics style stays true to the animation, and the locations are stunning, from the interior of Luthor's office to a massive dam—not to mention the secret volcano level.

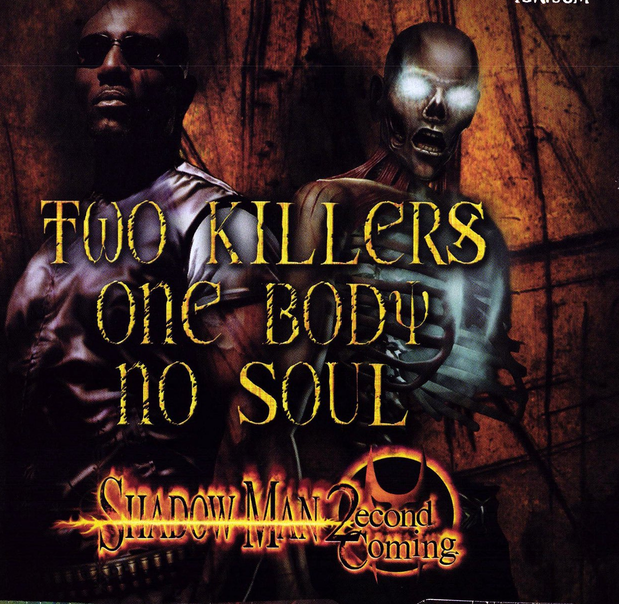
The programmers have worked hard on the graphics engine to bring your powers to life, including great particle effects for beam attacks, motion blur for superspin and so on. On the audio side, Infogrames has managed to secure the services of Tim Daly and Clancy Brown, who voiced the animated series as Superman and Luthor, respectively. Expect to go up, up and away this **fall**.

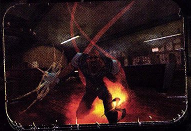




"Turn the lights off, and put your kids or little brothers to bed, because this one is not for the faint of heart."

- IGN.COM





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Violence

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SPIDER

MARVEL COMICS' GREATEST SUPERHERO IS SPINNING

by Chris Baker with John Gaudiosi and SpiderFan.org

- MAN

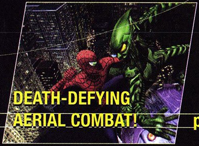
A LOT OF DIFFERENT WEBS THIS SUMMER

"OW!"

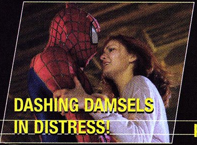
When the fangs of a radioactive spider pierced the skin of Peter Parker, his response wasn't exactly the most eloquent in comic-book history—but the action itself certainly ranks among the most important. Instead of leaving a stinging, itchy feeling with Peter for a few days, this particular bite empowered him with the relative capabilities of a spider—superhuman strength and agility, the ability to crawl up walls and ceilings, and the power to sense imminent danger. It also resulted in a character millions would argue as the greatest superhero ever. It resulted in Spider-Man.

Over the years, Spider-Man has slung his way free of exclusively inhabiting the pages of Marvel comics, escaping to other media, as well. In addition to a few cartoons on television (even a short-lived live-action series and a recurring role on *The Electric Company*), multiple toy lines, and marketing products ranging the gamut from Pez dispensers to telephones to asthma inhalers (really!), Spidey has also starred in his fair share of video games.

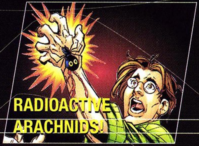
The latest gaming venture for the American icon created by Stan Lee and Steve Ditko finds its basis in one medium yet to host Spider-Man. The big one. On May 3, the wall-crawler slings his way to a movie theater near you for the first time. And we think it's fair to say, True Believers, that both Spidey's big-screen debut and Activision's PS2 game based upon it should have your spider-senses tingling.



DEATH-DEFYING AERIAL COMBAT! pg. 86



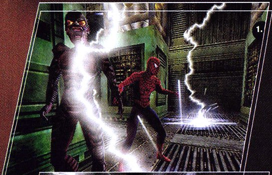
DASHING DAMSELS IN DISTRESS! pg. 90



RADIOACTIVE ARACHNIDS! pg. 94

THE GAME

Activision and Treyarch know their role in creating the next Spider-Man game—this one is based directly on the upcoming movie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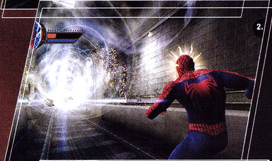
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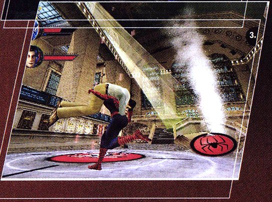
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1. While many of your skirmishes with the Green Goblin occur via aerial combat, the ground battles might just shock you (or, in this case, him).
2. Before you can reach the Shocker, you must first seek shelter from his powerful blasts in the subway tunnel. Spider-senses have never been so useful!
3. Not only must you deliver civilians to safety—sometimes you only have seconds to swoop in before the likes of fallen stone pillars crush them!

For the past four decades, one simple message has resonated throughout Spider-Man comic books: "With great power comes great responsibility."

But until about two years ago it seemed that, when it came to the majority of Spider-Man *games*, publishers largely ignored Uncle Ben's immortal words to a young Peter Parker. Sure, the companies had the power of a Spider-Man license—but they usually lacked the responsibility to actually produce a quality game.

Then along came Activision.

With the help of developer Neversoft (the company that helped make Tony Hawk a household name), Activision released a PlayStation title in 2000 that finally lived up to the wall-crawler's game-starring potential, introducing him to a full 3D environment for the first time. And while a second offering, this time created by Vicarious Visions, failed to meet the greatness of Neversoft's, it still provided a solid gaming experience few could dislike.

Now, Activision has handed development duties to Treyarch for arguably the House that Pitfall! Built's most important Spidey release yet—this one based directly on the events of his soon-to-be-released big-screen debut. And Treyarch is doing all it can to put the Columbia Pictures flick in your control. "We definitely tried to stick as close to the movie as possible," says Gregory John, senior producer at Treyarch.

Helping to insure the synergy between movie and game was the involvement of Sam Raimi, the film's director. "[He and Columbia] were really helpful," says John. "They granted us access to a lot of their movie special effects and props—a lot of footage, a lot of stills, that sort of stuff."

"Raimi was very involved with our final story and working it out," chimes in Activision senior producer Marc Turndorf. "The one thing he did insist on, though, was the inception of the Green Goblin remain the same."

Ah, yes, the Green Goblin. Spidey's nemesis in the film—come to think of it, his *only* nemesis in the film. If the events of the movie set the stage for all of the PS2 game's action, wouldn't fighting the same pumpkin-bomb-throwing baddie over and over get kind of dull?

"It would get a little old," admits Turndorf. "Where our game diverges from the movie is that we can't follow the story completely, so we wanted to add a few classic Marvel villains."

"This is a very origin-related game," adds John. "So we had to pick sort of early supervillains and try to weld them into the story so it's a younger Spider-Man."

The result? The selection of three Spidey antagonists from the pages of *The Amazing Spider-Man* in its first few years: the Shocker, the Scorpion and the Vulture.

While gamers might remember fighting the first two extra supervillains in previous PlayStation Spider-Man games, the Vulture makes his 3D-gaming debut. And Treyarch chose him for a definite reason. "We're trying something very new in this game, which is aerial combat, and we wanted to give the player sort of a training on how to fight a boss in the air," explains Turndorf on the addition of a villain who spends most of his time hundreds of feet above ground. "The Vulture is perfect for that."

Indeed. The boss fight with the Vulture that Turndorf refers to occurs almost entirely in the vacant space between the buildings that compose the apex of the New York City skyline. It takes a little suspension of disbelief to relieve you from wondering what Spider-Man's webs actually latch onto, but seeing the streets alive with activity several pops of the ear below does add a certain degree of excitement you likely have never before experienced in a game. You often freefall in an attempt to kick the living daylights out of the geriatric fowl opposing you.

"We really think the aerial combat is going to blow people away," comments Turndorf. "And it's something relatively

> **"We definitely tried to stick as close to the movie as possible."**

TIMELINE

Forty Years of Wall-Crawling

Since 1962, Spider-Man has encountered many a defining moment, whether it be an earth-shattering event in the comics or a brand-new TV show. This timeline indicates a few such notable instances.

August 1962

***Amazing Fantasy* #15**

Spider-Man/Peter Parker appears for the first time anywhere in the final issue of *Amazing Fantasy*. Uncle Ben dies, too.

March 1963

***Amazing Spider-Man* #1**

Spidey's first series debuts, as does the character J. Jonah Jameson.

May 1963

***Amazing Spider-Man* #2**

One of *Amazing Spider-Man*'s youngest issues features the first appearance of Spidey's most aged foe, the Vulture.

unique—there's no template in another game."

Not that a fair other portion of the 22 levels comes template-free. Spidey does set foot on the ground every once in a while, after all, and the gameplay there should ring a bell to those familiar with his PS one adventures.

"We definitely tip our hat to those games," credits John. "Our game really comes out of the PS one games—a lot of inspiration. Obviously, we tried a lot of new things to take advantage of the new-generation console. But there's a huge base of people that played the first Spider-Man game—we didn't want to alienate them."

And they don't. All of the combat moves you might have utilized return for Spider-Man on PS2, often (especially in the case of web moves) enhanced greatly with the new system capabilities. By no means are they the *only* moves at your disposal, though. As you progress through the game, Spider-Man collects special icons that enable new combos—around 40 total. "I kinda like kick-punch-kick," answers John when asked his personal favorite combo. "It clears a lot of people out quickly."

Adding more depth, Treyarch has instituted "dodge" moves. "Basically, the combos are either two-move or three-move combos," explains John. "When you do a three-move combo and then you do a dodge move, you can link up into the next combo."

But what about the casual gamers who have no interest in doing things like lassoing an opponent with their web and twirling him around to take out others? They're covered too. "Some people are going to go crazy with all the combos, and the dodging, and the linking, and the advanced web attacks," says Turndorf. "And then others are just going to punch and kick and have a good time. It is balanced so that the experts are going to have a great time, and newbies also."

We have a feeling that newbies and hardcore Spider-gamers alike will dig Treyarch's new control scheme. Though fundamentally the same as before, the D-pad no longer serves a purpose for movement, and has now been optimized for directional and web attacks. Got a goon to your right? Just hit that direction on the D-pad as you punch or kick to knock him out of the way. This new scheme also simplifies web moves in that you no longer risk moving somewhere you didn't mean to go should you improperly time your button presses.

ROGUE'S GALLERY

Green Goblin

Driven insane by the use of an untested experimental formula, Norman Osborn uses the newfound powers it granted him—enhanced strength and intelligence, plus the ability to heal from normally lethal wounds—to terrorize New York as the Green Goblin, Spider-Man's deadliest enemy. He flies around atop his Goblin Glider and likes to cause havoc using pumpkin bombs.

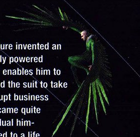
Shocker

In many ways, Herman Shultz is just a common thug out for a quick buck. But then again, not many common thugs have the smarts to create their own device that sends out shockwaves strong enough to bring down a building. The funny suit the Shocker wears is necessary to protect him from the high-caliber machinery he's packin'.

Scorpion

When J. Jonah Jameson wanted someone to pursue Spider-Man, he hired private investigator Mac Gargan to use a new formula that would give him the proportionate powers of a scorpion. It worked, granting Gargan twice the strength of the wall-crawler. His suit only adds to his power, including a tail he can whip around at 90 miles per hour!

Vulture



Spidey's only superfoe eligible for Medicare, the Vulture invented an electromagnetically powered body harness that enables him to fly. At first, he used the suit to take revenge on a corrupt business partner—then became quite the corrupt individual himself when he turned to a life of crime.

Who else?

Activision and Treyarch only want us to know about four of the supervillains in Spider-Man—but they promise that true Marvel diehards will recognize a few other baddies thrown their way. We just have no idea yet as to whom.

July 1963

***Amazing Spider-Man* #3**

Doctor Octopus pesters Spidey for the first time.

July 1964

***Amazing Spider-Man* #14**

Norman Osborn (only we don't know it's him yet) begins his crime career as the Green Goblin.

January 1965

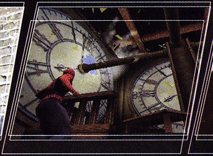
***Amazing Spider-Man* #20**

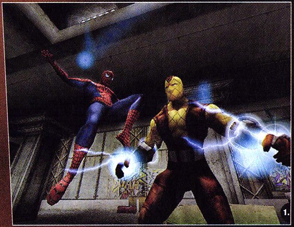
The Scorpion tries to put the sting on Spidey in this, his first appearance.

December 1965

***Amazing Spider-Man* #31**

First appearance of Gwen Stacy and Harry Osborn.





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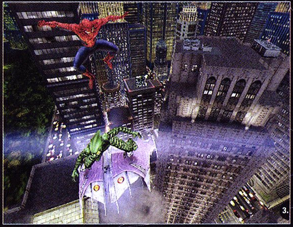

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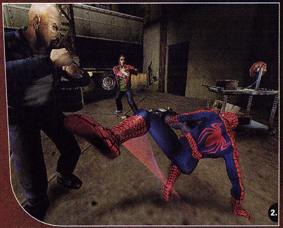

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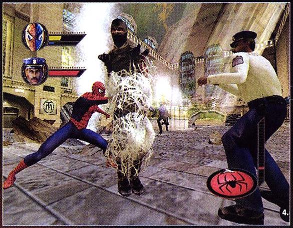


4.

1. The Shocker is one of three supervillains not actually seen in the movie. 2. Sometimes a simple kick to the groin works as well as any special move. 3. A new feature, aerial combat yields the occasional intense freefall. 4. Save the innocents before their life bars deplete.

Treyarch has also tweaked the classic hostage levels from past games, this time de-emphasizing stealth in favor of Spidey taking a more proactive approach, as the hostiles actually beat their captives to submission. If the web-slinger can't defeat the captors before the innocents' life meters expire, it's a quick game over. In similar instances, a civilian may be placed in imminent danger—a situation that requires Spidey to swoop in, actually pick them up, then deposit them at a designated safe point.

Once the hostage is all safe and sound, it's often time for Spidey to engage in a showdown with one of the game's fearsome foursome. And if you know our hero well, you'd better believe you can expect him to taunt away as he beats the crap out of any given adversary.

"So, you must be Quiltman," guesses the webbed one upon his first encounter with the Shocker. "Padded Pete? Mr. Triple Ply? Oh! I've got it!...The Cushion."

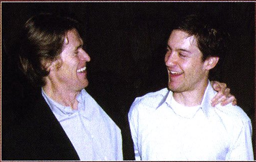
When you hear Spider-Man speak, the likeness in his voice to Tobey Maguire's (you know, the dude who plays him in the movie) might astound you. But there's a simple reason for this: It's *his* voice. Along with Willem Dafoe for the Green Goblin, Maguire recorded a great deal of original dialogue especially for the game. Interestingly, Spider-Man marks the first time in gaming history that two high-caliber actors have extended their roles from a major motion picture to a video game—it truly is unprecedented.

But the involvement of Maguire and Dafoe doesn't surprise Avi Arad, executive producer for the movie. "Actors understand the value of video games, and their work on the game was a real complement to the interactive experience," he says.

It's this kind of nice, unexpected addition—not to mention the improvements to an already solid gameplay scheme, all visualized by graphics living up to any adjective ever bestowed to Spider-Man—that demonstrate the respect held by Activision and Treyarch for both their power *and* their responsibility.

Uncle Ben would be proud.

"The aerial combat is going to blow people away."



Tobey Games (Willem Doesn't)

When Tobey Maguire and Willem Dafoe recorded original voice work for Spider-Man, it was easy to spot which of the two knows his games. "Willem Dafoe is a fantastic actor," says Activision's Marc Turndorf, "and most of the lines he'll nail. But then there are lines that kind of give the player hints like, 'maybe that key will open that door'—stuff like that. Willem, because he doesn't know games, would get a little confused about those lines, and Tobey would say a line like, 'I'll bet if I press this button...' and go, 'Yeah, this is like when I played Driver! I know these lines! I can nail these.'"

Aug. 1966

***Amazing Spider-Man* #39**
Norman Osborn revealed as true identity of the Green Goblin.

Nov. 1966

***Amazing Spider-Man* #42**
Thinking he was in for a blind date with a girl who looks like the Hulk (his words), Peter finally meets Mary Jane Watson. Stunned at the megahot redhead before him, he hears her say one of comicdom's most famous lines: "Face it, tiger...you just hit the jackpot!"

March 1967

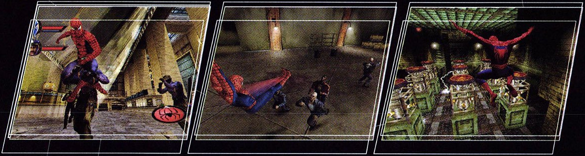
***Amazing Spider-Man* #46**
The Shocker sends shockwaves in Spidey's direction for the first time.

Sept. 9, 1967

ABC debuts the first Spider-Man cartoon as part of its Saturday-morning lineup. Few forget its catchy introductory theme music. (Yes, *that* theme music.)

SECRETS REVEALED

Treyarch and Activision remain tight-lipped about everything you can expect to unlock throughout the course of Spider-Man—but they have let slip one tasty bit: You can expect the characters to suit up in costumes designed in preproduction by artist Alex Ross, arguably the finest artist in the comics biz. Even costumes for the Green Goblin. Ask about further extras, though, and they refuse to offer anything more than a teasing: "There's one particular secret that will BLOW players away," promises Marc Turndorf—something we know involves the Green Goblin. Guess we'll find out what they mean in late April.

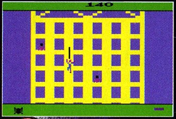


SPIDER-MAN GAMEOGRAPHY

For 20 years, Spider-Man has appeared in his own video games—some decent, a few excellent...but most total crap. We've ranked the best five, and denoted the worst of the worst with a big ol' pumpkin bomb. (Supporting roles weren't considered in the top five list.)

STARRING ROLES

SPIDER-MAN (Parker Brothers, 1982—Atari 2600)
Spidey's gaming debut pitted him against the Green Goblin in a Donkey Kong-like attempt to reach the top of a building without getting nailed by pumpkin bombs.



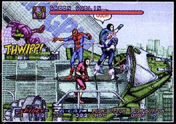
QUESTPROBE FEATURING SPIDER-MAN
(Adventure International/Commodore, 1984—Apple II, Commodore 64, PC, Atari 400/800, Atari ST)

THE AMAZING SPIDER-MAN AND CAPTAIN AMERICA IN DR. DOOM'S REVENGE
(Paragon, 1989—Commodore 64, PC)

🎃 **THE AMAZING SPIDER-MAN**
(Paragon, 1990—Commodore 64, PC)

🎃 **THE AMAZING SPIDER-MAN**
(LJN, 1990—Game Boy)

3 **SPIDER-MAN THE VIDEO GAME**
(Sega, 1991—Arcade)
Combining elements of Final Fight and 2D games like Castlevania, the wall-crawler's only starring arcade title ranks among his best games ever. Black Cat, Hawkeye and Namor were other playable characters in this four-player quarter-eater.



SPIDER-MAN (Sega, 1991—Sega Master System, Genesis, Game Gear)

🎃 **SPIDER-MAN 2** (LJN, 1992—Game Boy)

🎃 **SPIDER-MAN: RETURN OF THE SINISTER SIX**
(LJN, 1992—NES, Game Gear)

🎃 **SPIDER-MAN/X-MEN: ARCADE'S REVENGE**
(LJN,1992—Super NES, Genesis, Game Boy, Game Gear)

4 **THE AMAZING SPIDER-MAN VS. THE KINGPIN**
(Sega, 1993—Sega CD)
Adapting the previously released Spider-Man Genesis/SMS game, the Sega CD version changed the name and added voiced cutscenes—plus music by Eric Martin of Mr. Big! (OK...maybe it wasn't perfect.)

🎃 **SPIDER-MAN 3: INVASION OF THE SPIDER-SLAYERS**
(LJN, 1993—Game Boy)

🎃 **SPIDER-MAN** [animated series]
(Acclaim, 1994—Genesis, Super NES)

5 **SPIDER-MAN/VENOM: MAXIMUM CARNAGE**
(Acclaim, 1994—Genesis, Super NES)
Repetitive Final Fight clone? Yes. Next to impossible to beat? Absolutely. Yet somehow inexplicably hard to put down? You know it. (Plus, you got to play as Venom.)

🎃 **VENOM/SPIDER-MAN: SEPARATION ANXIETY**
(Acclaim, 1995—Genesis, Super NES)

THE AMAZING SPIDER-MAN: WEB OF FIRE
(Sega, 1995—Sega 32X)
The last 32X game released, Web of Fire is super-rare. Quite the collector's item, it's been spotted as high as $130 on eBay.

THE AMAZING SPIDER-MAN: THE DEADLY FOES
[Japanese only] (1995—Super Famicom)
How does a game (a decent one at that) starring an American character only get released in Japan? We don't get it.

🎃 **SPIDER-MAN: THE SINISTER SIX**
(Byron Preiss, 1996—PC)

1 **SPIDER-MAN**
(Activision, 2000—PS one, Dreamcast, PC, Mac)
Not only the best Spidey game, it's also the best superhero game, period. For now...

🎃 **SPIDER-MAN** (Activision, 2000—Game Boy Color)

🎃 **SPIDER-MAN: MYSTERIO'S MENACE**
(Activision, 2001—Game Boy Advance)

2 **SPIDER-MAN 2–ENTER: ELECTRO**
(Activision, 2001—PS one)
Not as great as the other PS one web-slinger outing...but still a solid title.

🎃 **SPIDER-MAN 2: THE SINISTER SIX**
(Activision, 2001—Game Boy Color)

SPIDER-MAN [movie] (Activision, 2002—PS2, Xbox, GameCube, Game Boy Advance)

SUPPORTING ROLES

THE REVENGE OF SHINOBI
(Sega, 1989—Genesis)
Spider-Man was actually a boss in this ninja classic. Beat him, though, and you'll discover his true, non-superheroic identity.

THE PUNISHER (LJN, 1991—Game Boy)

MARVEL SUPER HEROES
(Capcom, 1995—Arcade, Saturn, PS one)

MARVEL SUPER HEROES IN WAR OF THE GEMS
(Capcom, 1996—Super NES)

MARVEL SUPER HEROES VS. STREET FIGHTER
(Capcom, 1997—Arcade, PS one)

MARVEL VS. CAPCOM: CLASH OF SUPER HEROES
(Capcom, 1998—Arcade, PS one, Dreamcast)

MARVEL VS. CAPCOM 2
(Capcom, 2000—Arcade, Dreamcast)

TONY HAWK'S PRO SKATER 2
(Activision, 2000— PS one, PC, Mac, N64, Dreamcast, Game Boy Advance)
How much better do unlockable skaters get than Spider-Man?

TONY HAWK'S PRO SKATER 2X
(Activision, 2001—Xbox)

June/July 1973

***Amazing Spider-Man* #121/122**
Gwen Stacy dies, marking one of the most poignant moments in comic-book history. The Green Goblin bites it, too (at least for the next 23 years).

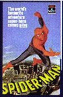
Feb. 1974

***Amazing Spider-Man* #129**
The Punisher (first appearance) attempts to kill Spider-Man! Also, the Jackal debuts.

Oct. 1975

***Amazing Spider-Man* #149**
The issue that set the roots for the much-maligned "Clone Saga" two decades later. The first Spider-Clone is created and, by issue's end, killed (but not really).

1977



CBS brings Spidey to live action for the first time in *The Amazing Spider-Man*. It runs intermittently for the next two years—and it really, really sucks.

July 1979

***Amazing Spider-Man* #194**
The Black Cat makes us purr in this, her first appearance.

THE MOVIE

With all the ferocity of the Green Goblin gliding through Times Square, *Spider-Man* the movie flies into theaters on May 3

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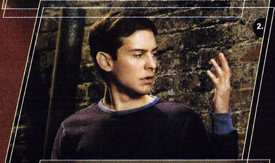


2.

3.

1. Mary Jane Watson (Kirsten Dunst) doesn't know what to be more afraid of—her perilous situation or the man in tights who saved her from it.
2. Peter Parker (Tobey Maguire) discovers the source of his wall-crawling ability.
3. To the public, Norman Osborn (Willem Dafoe) is a respectable businessman...but he's got a dirty emerald-colored secret.

Spider-fans have waited long enough for a movie starring their favorite wall-crawler. They've watched the litigation between movie studios—the rights passed from Cannon Films to Columbia Pictures to MGM, then *back* to Columbia. They watched as various directors played musical chairs with the numerous scripts—even James Cameron was once involved. And now, they can finally watch him web-sling on the big screen in *Spider-Man*, kicking off the summer movie season on May 3.

Through all the tangled legal webs, one blessing in disguise resulted: As the lawyers cashed their fat checks, technology and special effects improved, opening the door for a fully realized Spidey film as seen through the eyes of Sam Raimi, a director perhaps best known for his cult-classic *Evil Dead* trilogy.

Raimi, a devoted Spider-Man fan since he was a kid (for his 12th birthday, Raimi's parents hired an artist to paint a picture of the wall-crawler above his bed), earned himself the director's chair by telling the suits at Columbia about his fascination with the superhero. "I went in and I explained to them what my love for the character was," recalls Raimi of his meeting with Columbia Pictures executives, "and about my respect and admiration for what all of the great Marvel writers and artists had created over the years. The next day, I received word that I was selected for the job."

Although Raimi did not hesitate to jump into the fray, he did realize the great fan expectations in realizing their beloved icon to the screen. "I was concerned about treading on sacred ground with Spider-Man, because he means so much to so many people, to 40 years of readers and fans," he says. "I feel a terrific responsibility as a longtime fan myself, and I concentrated on the things that I felt were true about the character—to capture the spirit and soul of Spider-Man and to tell the best story that we possibly could."

Raimi's love for the material will show at theaters worldwide, thanks to special-effects master John Dykstra. "I think one of the most exciting things about working on Spider-Man was working with Sam Raimi, because I like his sense of storytelling," says Dykstra. "[*Spider-Man* is]

> **"I concentrated on the things I felt were true about the character—to capture the spirit and soul of Spider-Man."**

1982

Parker Brothers pits Spidey against the Green Goblin in his first-ever video game, a Donkey Kong-like Atari 2600 release simply titled Spider-Man.

Mar. 1983

MARVEL COMICS GROUP
AMAZING SPIDER-MAN

Amazing Spider-Man #238

With the original Green Goblin now "dead" 10 years, Marvel decides it's time for a new version of the villain in a different suit. Hence, the Hobgoblin's first appearance.

May 1984

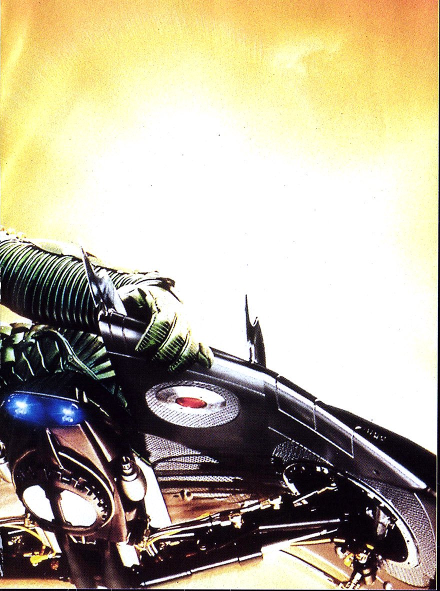
Amazing Spider-Man #252

Spider-Man dons the black alien costume found in the Secret Wars for the first time, which enables him unlimited webbing.

May 1984 to Apr. 1985

Marvel Super Heroes: Secret Wars

The 12-issue *Secret Wars* teams Spidey up with other big-time Marvel heroes on an otherworldly fight against Marvel's allied powerhouse villains. Issue 8 (Dec. 1984) tells the story of when he first encounters the alien suit.



going to be a superhero movie with people you can sympathize with, or that you can actually get involved with. I think that of all the films I worked on, not since the first *Star Wars* have I been involved in a project that does as good a job of storytelling."

With a few alterations (see sidebar on page 92), the film stays true to the comic-book material while offering an original story. As an orphaned—and somewhat geeky—teenager, Peter Parker (Tobey Maguire) lives in Queens with his Aunt May (Rosemary Harris) and Uncle Ben (Cliff Robertson). On the day of a school field trip, his life changes when a genetically altered spider bites his hand, eventually enabling him with spider-like superpowers. After inadvertently being involved in the death of a loved one, Peter decides to use his new powers for good and creates his heroic public persona: Spider-Man.

"The film features an original story that sends Peter to New York City, where he tries to do the right thing," says Avi Arad, executive producer of the film. "He assumes responsibility for his powers and becomes a hero. Of course, he also has time to chase Mary Jane (Kirsten Dunst) and work at the *Daily Bugle*." It's here that Peter earns some extra cash working as a photographer for *Bugle* editor-in-chief—and notorious Spidey-hater—J. Jonah Jameson (J.K. Simmons).

Dykstra sees the story of Spider-Man running parallel to the normal changes that kids go through in adolescence. "He starts out a very intelligent but not fully matured person—both physically and mentally—and he ends up after the bite of the spider changing physically. He becomes stronger, he becomes more agile, and he also goes through a mental change—he has to think about things in a different way because of his new responsibility. He wakes up in the morning; the first thing he sees is that he doesn't need to use his glasses anymore. From there, he goes on—as you would if you discovered something had changed significantly—to try all these things out. And that's a

CINEMATIC COMIC CAVALCADE

Spider-Man isn't the only movie based on a comic book headed your way—far from it. Quick visits to Web sites like SuperHeroHype.com and Comics2Film.com show many others planned for the next few years. And that means plenty of games based on their hype, as well. "The interactive world likes us because we have over 4,700 characters that are basically evergreen," says Russ Brown, SVP, consumer products, promotions and media sales for Marvel. "Our characters sell products day in and day out with a built-in audience. Movies and games act as events that lift the sales plateau and generate additional consumer awareness."

Here's the latest on just a few potential movies based on comic-book characters. Not all will happen—but it sure is fun, at least, to know they're being thought about.

- *Blade* sequels (New Line Cinema, Now Playing/TBA): It's possible you've already seen Wesley Snipes reprise his half-man/half-vampire role, when *Blade II* was released in March. But did you know that a third film is already in the works? Keep yourself busy till then with new Activision games.
- *Daredevil* (Twentieth Century Fox, Feb. 2003): Ben Affleck stars as the Man Without Fear. Joining Affleck are Michael Clarke Duncan as the Kingpin, Jon Favreau as Foggy Nelson, Colin Farrell as Bullseye, and the oh-so-lovely Jennifer Garner as the sai-wielding assassin Elektra. Look for games from Encore, too.
- *Iron Fist* (Artisan, Spring 2003): Kirk Wong (*Six*) is set to direct Ray "Darth Maul" Park as Daniel Rand, a.k.a. Iron Fist, and a videogame publisher is close to being signed for the property.
- *X²* (Twentieth Century Fox, May 2003): A year after *Spider-Man*, the cast of *X-Men* reunites with a couple new promised mutants to join the team (rumors suggest Beast and Gambit). Bryan Singer returns to direct, as does David Hayter to write (with help from Zack Penn). Expect Activision to capitalize on its X-Men license for this one, too.

- *The Hulk* (Universal, June 2003): Eric Bana (*The Nugget*) plays Bruce Banner (not his incredible alter ego, though—that's CGI), with the lovely Jennifer Connely (*A Beautiful Mind*) as Betty Ross. Ang Lee comes hot off of *Crouching Tiger, Hidden Dragon* to direct the flick, with gamer-favorite David Hayter (*X-Men*) contributing to the script. A $120 million budget should help. Look for games from Universal Interactive, as well.
- *The Fantastic Four* (Twentieth Century Fox, 2003): Peyton Reed (*Bring It On*) directs the yet-to-be-cast film debut of Stan Lee's original superhero team (the unreleased $1 million Roger Corman version doesn't count). The script is in the capable hands of *Buffy the Vampire Slayer* writer/director Doug Petrie. We hope Activision's related game beats the horrendous PS one title from a few years back.
- *Superman* (Warner Bros., 2003 or later): The Man of Steel finally returns to the big screen next year, with McG (yes, that's really the name of the guy best known for *Charlie's Angels*) in the director's seat. J.J. Abrams (*Alias, Felicity*) is handling the script. Still no word on a star, though.
- *World's Finest: Batman and Superman* (Warner Bros., 2003 or later): This dream team could come to be, courtesy of director Wolfgang Peterson (*The Perfect Storm*).
- *Batman: Year One* (Warner Bros., 2003 or later): Adapting Frank Miller's retelling of the Dark Knight's early years, Batman: Year One will be directed by Darren Aronofsky (*Requiem for a Dream, Pi*), who is co-scripting the screenplay with Miller himself.
- *Catwoman* (Warner Bros., 2003 or later): Ashley Judd has been purr-fectly cast (sorry, we had to say it) as Selina Kyle's alter ego. According to Batman-on-Film.com, Kinka Usher (*Mystery Men*) is the leading directorial candidate.
- *Ghost Rider* (TBA, 2003 or later): Nicolas Cage is set to star as Marvel's hell-on-wheels antihero, with Stephen Norrington (*Blade*) directing and David Goyer (*Blade, Blade II*) writing the script. They just need a studio to get things kickin'.
- *Wonder Woman* (Warner Bros., 2003 or later): Though nothing is confirmed as of press time, it looks like Sandra Bullock is far and away the leading contender for the role of the Amazon Princess. Other details remain scarce.
- *Iron Man* (New Line, 2004): Known for his writing on *Buffy the Vampire Slayer*, Joss Whedon will direct Matt Stark's first silver-screen appearance. It's possible Activision may release a game or two beforehand.

July 1987

***Amazing Spider-Man* #290**
Peter pops the question to Mary Jane (for the second time—the first was in issue 182). She accepts two issues later.

1987

***Amazing Spider-Man Annual* #21**
Peter Parker marries Mary Jane Watson.

May 1988

***Amazing Spider-Man* #300**
The art of Todd McFarlane introduces Spidey fans to their first full look at arguably his most popular nemesis: Venom.

Dec. 1989

***Spectacular Spider-Man* #158**
Spider-Man goes cosmic, temporarily becoming the most powerful hero in the Marvel Universe.

May 1993

***Spectacular Spider-Man* #200**
Harry Osborn dies as the Green Goblin, after adopting his father's guise 44 issues sooner.

Thanks to the special-effects talents of John Dykstra—you might say he has a little experience in the field having led the team behind *Star Wars*—you will believe a man can climb walls. Need to see for yourself right now? Check out the trailer on your *OPM* demo disc.

fun part of the story.”

In addition to the fun to be had by the character, Peter Parker himself is what drew Maguire to the film. “He's a great character because he's so relatable,” he tells Cinescape.com. “He's a regular kid who gets these superpowers. But he's conflicted about it in our script, which makes him interesting.”

For Spider-Man, conflict also exists externally of the character upon the introduction of the Green Goblin (Willem Dafoe), Spidey's pumpkin-bomb-throwing archnemesis. The fact that the villain is the evil alter ego of businessman Norman Osborn, the father of Peter's best friend Harry (James Franco), adds another degree of depth to the film that furthers the story's intrigue. A story that also allows for several amazing action sequences.

“Having Raimi and Dykstra working together is a real luxury,” says Arad. “Audiences are going to see Spidey in all of his glory. CGI allowed us to create the most realistic, amazing movements. It looks like the real deal.”

“The fact that we don't have a face to work with in order to create the emotional context for the character means that we have to use body language,” explains Dykstra. “To keep that personality of body motion throughout the entire picture is going to be the hardest thing. Plus, [Spider-Man] does stuff that normal people can't do. So to keep the reality quotient high, we have to try to make sure that—even though the guy's 10 times stronger than a normal human being—he's capable of doing these things within the context or mechanics of the human world.”

The big-screen Spidey will be able to do everything a spider can, including spinning a web of any size. “He has all the capabilities he has in the comics,” Dykstra adds. “There's no limitation to what the character will be able to do with the webs. He will sling them and use them in all of the fashions you've seen before—and maybe some innovative new ones.”

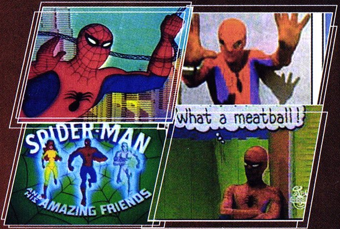
It all adds up to something likely to thrill both diehard Spider-fans and those who have never even read an issue of *The Amazing Spider-Man*. Maguire's comments to CNN.com certainly indicate as much: “I think people will be ready this summer to watch a good guy in New York who has fun and goes around and beats up the bad guys.”

With early screenings testing through the roof, Arad hopes for Raimi to helm a second film, while Maguire has already committed to “beat up the bad guys” at least two more times. With shooting scheduled to begin in January 2003, we could see a sequel as early as summer 2004. And to the millions of Spider-fans who've waited this long, that's practically tomorrow.

–John Gaudiosi

SPIDEY ON TV

Before hitting the big screen, the only way to see an in-motion version of Spider-Man was on television. It all started in 1967 with ABC's cartoon that coined the legendary lyrics, “Spider-Man, Spider-Man, does whatever a spider can.” From 1974 to '77, a speechless live-action Spidey educated youngsters on PBS' *The Electric Company*, his thoughts displayed via thought bubbles. The live action continued in 1977 on CBS' nearly unwatchable *The Amazing Spider-Man*, which ran off and on through '79. NBC's *Spider-Man* cartoon improved things a bit come 1981, evolving into *Spider-Man and His Amazing Friends* (Firestar and Iceman) the next three years. Fox had the best animated series, though, as *Spider-Man* offered 65 sophisticated episodes. However, its futuristic *Spider-Man Unlimited* would last only three.


what a meatball!
SPIDER-MAN AND HIS AMAZING FRIENDS

If you make a quick trip to your local toy store right now, chances are you'll find Toy Biz's line of action figures from *Spider-Man*. As you see here, the webbed wonder is represented in many ways, varying from a fairly normal representation, to a totally battle-ravaged version, to just plain ol' Peter Parker. And don't forget great-looking plastic versions of Mary Jane, the Green Goblin and others. Our favorite, though? J. Jonah Jameson comes complete with desk-pounding action, along with loose articles that bounce around as a result. Definitely worth a look for Spidey toy enthusiasts.

NOT EXACTLY THE SAME

Diehard Spider-fans are mixed when it comes to some of the changes to the Spider-Man comic-book mythos that Sam Raimi has made for his movie. A few of the biggies follow:

NO RADIOACTIVITY: As opposed to the radioactive spider that bit Peter Parker in the comics, the film gives the gig to a genetically altered one.

ORGANIC WEBS: In the comics, Peter Parker had to build his own contraption to shoot webs; the ability comes with the spider bite in the flick. However, rumors suggest he still needs to build a device to better control power and aim.

WALL-CRAWLING: The comics enable Spidey to climb walls by use of sheer mind-power, though his Hollywood self has special retractable hairs.

THE GREEN GOBLIN: Though he is the proper color, he looks completely different in the film. Raimi's reasoning for this makes sense: It's a flight suit designed by Norman Osborn's company for use with the Goblin's glider, also created by OsCorp.

May 1993

Spider-Man Unlimited #1

The 14-part Maximum Carnage story begins, teaming Spider-Man with Venom (and a slew of other Marvel heroes) against Carnage. The story is later adapted for a Final Fight-like Genesis/SNES game.

1994

Marvels portrays the Marvel Universe through the eyes of an everyday person. The death of Gwen Stacy is retold in issue 4, brought to vibrant life by the talents of Alex Ross.

Nov. 1994

The first episode of the newest—and best yet—*Spider-Man* animated series airs on Fox Kids. The series lasts 65 episodes and four seasons.

Apr. 1995

Amazing Spider-Man #400

Aunt May dies. Or, as we find out three years later in *Peter Parker: Spider-Man* #97, a genetic construct of her (sort of like a clone) created by Norman Osborn croaks, as he holds the real May captive. Sheesh.

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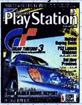
January 2001



Gran Turismo 3

Demo Disc playables: **Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2**

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February 2001

Z.O.E.

Demo Disc playables: **Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken**

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March 2001

EA Sports Big

Demo Disc playables: **CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan**

☐ Issue 43–$10
April 2001

Twisted Metal: Black

Demo Disc playables: **Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt**

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May 2001

MoH: Frontline

Demo Disc playables: **Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2**

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Dark Cloud

Demo Disc playables: **Grind Session, Hot Shots Golf, Dino Crisis, Klonoa**

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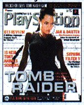

Tomb Raider

Demo Disc playables: **Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge**

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August 2001

Final Fantasy

Demo Disc playables: **Final Fantasy VIII**
Video previews: **Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing and the *Final Fantasy* movie trailer**

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Ico

Demo Disc playables: **Mat Hoffman's Pro BMX**
Video previews: **Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur**

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October 2001

Silent Hill 2

PS2 Demo Disc playables: **Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter**

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November 2001

Grand Theft Auto III

Demo Disc playables: **Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Syphon Filter 2, Tekken 3**
Video previews: **Dragon Warrior VII, Syphon Filter 3**

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December 2001

Metal Gear Solid 2

PS2 Demo Disc playables: **NBA Street, Kinetica, Extermination, Gallop Racer 2001**
Video previews: **Jak and Daxter: The Precursor Legacy, Ico, GameDay 2002, Kinetica**

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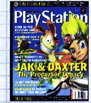
January 2002



Jak and Daxter

PS2 Demo Disc playables: **Monsters, Inc., Sheep Raider, Mary Kate and Ashley's Crash Course, Jumpstart Wild Safari Field Trip**
Video previews: **Harry Potter and the Sorcerer's Stone, NBA ShootOut 2002**

☐ Issue 53–$10
February 2002

Final Fantasy X

PS2 Demo Disc playables: **Okage: Shadow King, SSX Tricky, Final Fantasy X, TimeSplitters 2, Dynasty Warriors 3, Crash Bandicoot: The Wrath of Cortex**
Video previews: **Batman: Vengeance, Splashdown, Tony Hawk's Pro Skater 3**

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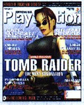

Tomb Raider: TNG

PS one Demo Disc playables: **Sheep Raider, Monsters, Inc., Twisted Metal: Small Brawl, Scooby-Doo and the Cyber Chase, E.T.**
Video previews: **Batman: Vengeance, Tony Hawk's Pro Skater 3, Jak and Daxter**

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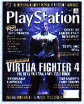

Virtua Fighter 4

PS2 Demo Disc playables: **Maximo, Soul Reaver2, PaRappa the Rapper 2, Frequency, Gitaroo Man, Airblade**
Video previews: **Virtua Fighter 4, Grand Theft Auto III, Smuggler's Run 2, Herdy Gerdy**

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Demo Disc playables: Tekken 3, Turbo Prop Racing

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Demo Disc playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3

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non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

Issue 15 – December 1998 $10
Crash Bandicoot Strategy
Demo Disc playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Kagero, Metal Gear Solid, Gran Turismo

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Tomb Raider III Strategy
Demo Disc playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu

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Demo Disc playables: Syphon Filter, Bust a Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er

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Demo Disc playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

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Syphon Filter 2 Strategy
Demo Disc playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

Issue 33 – June 2000 $10
Fear Effect Strategy
Demo Disc playables: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session

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Tony Hawk's Pro Skater
Demo Disc playables: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

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Who Wants to Be a Millionaire
Demo Disc playables:
Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

Issue 36 – September 2000 $10
Soul Reaver 2
Demo Disc playables: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

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Star Wars
Demo Disc playables: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing

Issue 38 – November 2000 $10
PS2 Revealed
Demo Disc playables: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC, *plus* Metal Gear Solid 2 video!

Issue 39 – December 2000 $10
Crash Bash
Demo Disc playables: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove

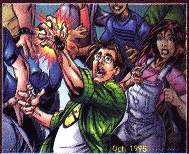
THE COMICS

Symbiotes. Clones. Deaths of loved ones. When you're Spider-Man, anything can happen—and Marvel Comics has insured as much for four decades

THE LEGEND BEGINS

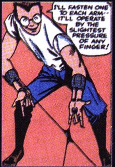
In 1962, Marvel Comics writer Stan Lee wanted to introduce a new superhero named "Spider-Man" to the company's lineup—but he was continually rejected by publisher Martin Goodman. At a time when problem-free adult superheroes like Superman and Batman were the status quo, who wanted Lee's proposed geeky kid with the powers of a spider as a hero, anyway? And besides, who likes *spiders*? But when the time had come to end a series of plot-twisting horror and sci-fi stories called *Amazing Adult Fantasy*, Lee saw his opportunity. With Steve Ditko bringing Peter Parker and his arachnid alter ego to life, Lee dropped *Adult* from the series' title and introduced Spider-Man to the world in *Amazing Fantasy* #15 (recently voted the greatest single Marvel Comics issue of all time by fans).

As Midtown High's resident "bookworm" and "wallflower," Peter Parker often escaped his lack of popularity with nerdish activities like trips to science exhibits. At one such demonstration, a spider that had absorbed an immense amount of radioactivity in the lab bit Peter in its final moments of life. As a result, Peter soon discovered amazing powers, such as the ability to crawl up walls along with inordinate strength and agility. In an attempt to test out his new superpowers, he took on a pro wrestler and won, leading to media stardom as the costumed "Spider-Man." To further the spider theme, he created contraptions designed to shoot artificial webbing.



◀ From *Ultimate Spider-Man* #1

One night, Peter stood in position to slow down a thief being pursued by a cop, but opted not to help. A few nights later he returned home to find a police car—his beloved Uncle Ben had been killed! In reaction, Peter pursued and captured the murderer in an abandoned warehouse—only to find it was the same thief whom he refused to hinder earlier that day. Believing his uncle's death to be his own fault, Peter realized that "with great power there must also come great responsibility."


I'LL FASTEN ONE TO EACH ARM-- IT'LL OPERATE BY THE SLIGHTEST PRESSURE OF ANY FINGER!

And thus, a new superhero was born.

Who wanted Stan Lee's proposed geeky kid with the powers of a spider, anyway?

SPIDEY FAILS BIG TIME

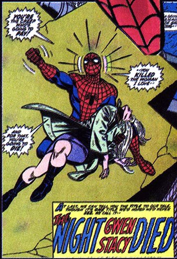
Many times in comics, the deaths of major characters aren't taken seriously—they'll just come back to life somehow later on. That's not the case with Spider-Man's first love, Gwen Stacy.

In "The Night Gwen Stacy Died," one of the most emotional stories ever told in a comic book, the Green Goblin kidnapped Gwen and held her hostage atop the Brooklyn Bridge, hundreds of feet above the water below. Like any good superheroic boyfriend, Spidey rushed to her aid, and a fierce battle ensued that eventually led to the Goblin knocking Gwen off the ledge. In a desperate attempt to save her, the wall-crawler slung a web out, which caught Gwen's feet and seemed at first to save her from certain doom. But after pulling her back to the top of the bridge, a harsh reality dawned on Spider-Man—Gwen was dead.

This kind of thing was virtually unheard of in the happy, go-lucky times of comics circa 1973. An established character—someone readers loved and respected—was killed at the hands of a hero's archenemy. Spider-Man couldn't save the day this time. He failed.

As if the death of Gwen Stacy wasn't enough to alter the unwritten rules of comic-book stories, the "snap" depicted when Spidey's webbing caught his doomed girlfriend offered a deep psychological dilemma: Was Spider-Man's attempt to save Gwen what actually killed her? Did the sudden jar of the web's impact break her neck? Or was, as the Green Goblin claimed, the fall itself enough to end her life? The debate as to which is true still rages on today among Spider-fans.

The story ended with the death of another main character (at least for nearly another quarter-century). An enraged Spidey continued to battle the Green Goblin, nearly beating him to death. However, Peter's conscience didn't allow him to kill the maniac when he had the chance. While the web-slinger pondered over how close he came to becoming a killer, the Goblin mentally summoned his glider to deliver a death blow to Spider-Man. Spider-senses activated, our hero dodged it, his next sight being that of the Goblin impaled by his own trademark mode of transportation.


YOU'RE THE CREEP WHO'S GOING TO PAY!
--YOU KILLED THE WOMAN I LOVE--
AND FOR THAT, YOU'RE GOING TO DIE!
AT LAST, WE CAN TELL YOU THE TITLE TO OUR TALE, THOUGH IT'S ONE TITLE WE'D HOPED WE'D NEVER SEE. WE CALL IT--
THE NIGHT GWEN STACY DIED

July 1995

***Spectacular Spider-Man* #226**
Ben Reilly is revealed as the true Spider-Man—and Marvel actually expects fans to happily accept it.

Oct. 1995

SPIDER-MAN
THE END OF AN ERA...

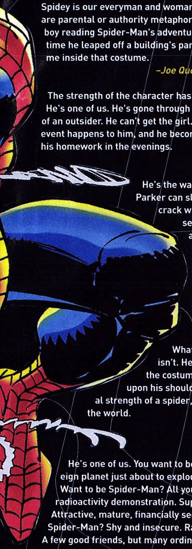
***Spectacular Spider-Man* #229**
Ben Reilly takes over as Spider-Man for good when Peter quits the web-spinning gig.

Summer 1996

***Marvel Comics Versus DC Comics* #3**
Based on fan votes, Spider-Man (well, if you can really call Ben Reilly Spider-Man) not only hits on Lois Lane in front of Clark Kent, but defeats Superboy, helping to lead Marvel to victory in this 1996 crossover series.

Dec. 1996

***Amazing Spider-Man* #418/*Peter Parker: Spider-Man* #75**
In the final battle with a newly resurrected Green Goblin, Ben Reilly dies, leaving only a pile of dust. He wasn't Spidey after all.



WHAT MAKES SPIDER-MAN SO GREAT?

Spidey is our everyman and woman. In a world where most superheroes are parental or authority metaphors, Spidey is us, the reader. As a young boy reading Spider-Man's adventures, I remember that in my mind every time he leaped off a building's parapet and swung across the city, it was me inside that costume.

–Joe Quesada, Editor in Chief of Marvel Comics

The strength of the character has always been that he is a real person. He's one of us. He's gone through junior high and high school. He's a bit of an outsider. He can't get the girl. He's broke. Then an extraordinary event happens to him, and he becomes a superhero. But he still has to do his homework in the evenings.

–Sam Raimi, Director of Spider-Man

He's the walking epitome of Catholic guilt. Peter Parker can slip into the red and blue tights and crack wise, but underneath he is desperately seeking to atone for his "original sin"—a sin of inaction that resulted in the death of someone close to him that he'll never atone for. Unlike Batman, Superman or, say, Captain America, Spider-Man is not super. He's just trying to be.

–Axel Alonso, Editor of three Spider-Man comics

What makes Spider-Man great is that he isn't. He's just a kid named Peter who puts on the costume and carries the weight of the world upon his shoulders. Sure, the kid has the proportional strength of a spider, but we're talking about the weight of the world.

–Bill Jemas, Chief Operating Officer of Marvel Comics

He's one of us. You want to be Superman? Better get born on a foreign planet just about to explode, of wealthy, educated parents. Want to be Spider-Man? All you need is a little bit of weird luck at a radioactivity demonstration. Superman? Strong and confident. Attractive, mature, financially secure. Well-known and well-liked. Spider-Man? Shy and insecure. Rather dorky, teenaged, always broke. A few good friends, but many ordinary problems. Now, who do *you* think a teenager is most likely to identify with?

–Jonathan Couper, Chief Editor/Webmaster of SpiderFan.org

Why is he great? It's not the Spider in the man. It's the Man in the spider. It's Peter Parker.

–Henrique Ferreira, Contributor/Reviewer for SpiderFan.org

He's just like me...only I get all of his troubles and none of his superhuman abilities. It's nice to know there is someone out there just like me who can beat the bad guys, get the girl, save the world, and come out on top...once in a while.

–Byron Sanders, Subeditor of SpiderFan.org

[Spider-Man is] possibly the most realistically human of all superheroes. He never has enough money, he's constantly beset by personal problems, and the world doesn't exactly applaud his deeds—in fact, most people tend to suspect and distrust him. In short, he's a lot like you and me.

–Stan Lee, Co-creator of Spider-Man [from Spider-Man: The Ultimate Guide *by Tom DeFalco, DK Publishing, 2001]*

TOP-10 STORYLINES

With 40 years of crimefighting to his credit, Spider-Man has starred in quite a few high-quality adventures—but a few lousy ones as well. As voted upon by the Spider-Maniacs at SpiderFan.org, we present the 10 best web-slinging storylines…and, on the following page, the five worst.

10 THE CLONE SAGA

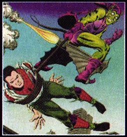
(*Spectacular Spider-Man* #216 [Sept. 1994] to *Peter Parker: Spider-Man* #75 [Dec. 1996] and roughly every issue in between)

Even though "The Clone Saga" ended badly, and Marvel lost many a fan, this entire storyline shook up Spider-Man's life like no other and did many things well. If this story had been done correctly, and not dragged out for so long, it easily would have been No. 1. (Too bad its faults earn it the numero-uno position on a certain other list....)

9 SPIDER-MAN VS. VENOM

(*Amazing Spider-Man* #315-317)

Venom is easily one of Spidey's all-time greatest enemies. Defined in *ASM* #300, we didn't get to see a real battle between the two until this storyline came along.



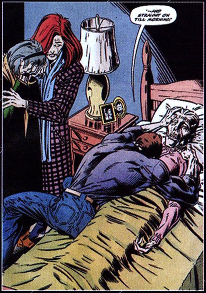
8 SPIDER-MAN UNMASKED

(*Amazing Spider-Man* #39-40)

There you have it. Archnemesis Green Goblin and hero Spider-Man discover each others' identities and fight to the finish.

7 DEATH OF AUNT MAY (*Amazing Spider-Man* #400)

Future revelations aside, when this book hit the shelves, it was an instant classic. One of the few truly moving stories in comics.


"--AND STRAIGHT ON TILL MORNING."

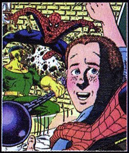
6 IF THIS BE MY DESTINY

(*Amazing Spider-Man* #31-33)

One of those stories where Spider-Man battles against all odds (in this case, against the Master Planner), yet still manages to come out on top.

5 THE KID WHO COLLECTED SPIDER-MAN

(*Amazing Spider-Man* #248)

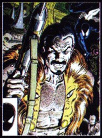


Surprising how (probably) the shortest story became one of his best, Spider-Man has arguably never displayed the definition of "hero" better than he did in this issue.

4 THE DEATH OF JEAN DEWOLFF

(*Spectacular Spider-Man* #107-110)

No one saw this coming. But if a writer kills off an established character, it has to stand up to the quality that this one provides. Spider-Man nearly crosses the line, and Daredevil is there to remind him. One of the few stories that can be considered frighteningly realistic.



3 KRAVEN'S LAST HUNT

(*Web of Spider-Man* #32-33, *Spectacular Spider-Man* #131-132, *Amazing Spider-Man* #293-294)

Dark, riveting story of Kraven pulling out all the stops. Always underestimated, he shocked everyone with his passion and method for besting Spider-Man—not to mention the ending!

2 ORIGIN OF SPIDER-MAN

(*Amazing Fantasy* #15)

The story that started it all, introducing one of the greatest heroes ever conceived.

1 THE NIGHT GWEN STACY DIED

(*Amazing Spider-Man* #121-122)

Archnemesis kills the woman you love? No other story brings out such painful emotions and drive in Spider-Man (which at times continue to haunt him to this day), with an ending that was anything but anticlimactic (again, future revelations aside). These historic two issues shocked fans at the time, and helped revolutionize comic-book storytelling.

Dec. 1998 to Oct. 1999

Spider-Man: Chapter One

This 13-issue limited series retells Spidey's origin for a turn-of-the-millennium audience. Fan response is less than positive, and today most don't even recognize it as true continuity.

Jan. 1999

Amazing Spider-Man #1 and Peter Parker: Spider-Man #1

A new beginning of Spider-Man is marked by these two relaunches.

May 28, 1999

Universal Studios' Islands of Adventure amusement park opens in Orlando, Fla., with The Adventures of Spider-Man (the wall-crawler's first and only ride to date) among the main attractions.

Oct. 2000

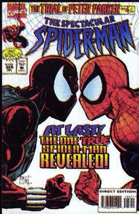
Ultimate Spider-Man #1

Set in an alternate universe, this new series serves as yet another relaunch to the entire franchise. But this time, it's good.

SYMBIOTE MADNESS

During the course of 1984's *Secret Wars*, a huge 12-issue crossover event that teamed Marvel's most popular heroes against its most popular villains, Spider-Man chanced upon an otherworldly black substance that joined with his body to form a symbiotic relationship. This alien symbiote served as a new, organic costume for Spidey, covering his body in what appeared to others as an entirely black suit with a white spider. In addition to making him look cool, the web-swinger's new duds granted him unlimited webbing. It soon became apparent, though, that the symbiote had selfish intentions as it slowly tried to take over Spidey's body. But when Reed Richards discovered its weakness to certain sound frequencies, Peter managed to rid himself of the alien menace for good inside the bell tower of a cathedral. But that wasn't the last he'd hear of the symbiote. Not by a long shot.

Four years later, the symbiote found a new host in the form of Eddie Brock, who blamed Spider-Man for the loss of his job and wife. The result of the two together was Venom. With all of the powers of Spider-Man and even greater strength, Venom arguably is Spidey's most popular antagonist. However, occasions have risen (most notably in the case of Carnage, a serial killer who merged with a piece of the symbiote detached from Eddie) where the two have unwillingly joined forces.


THE TRIAL OF PETER PARKER
THE SPECTACULAR SPIDER-MAN
AT LAST! THE ONE TRUE SPIDER-MAN REVEALED!
DIRECT EDITION

ATTACK OF THE CLONE

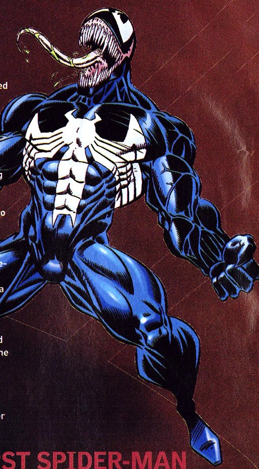
Who says one-shot adventures from two decades in the past lack any significance? In 1975's *Amazing Spider-Man* #149, a supervillain known as the Jackal created a clone of Spider-Man meant to destroy the real web-slinger. By issue's end, Spidey defeated the clone—in fact, fallen debris resulting from an explosion appeared to kill the adversary. Not so.

Nineteen years later, the infamous "Clone Saga" began when, having survived the explosion, the Spider-Clone resurfaced in the comics as Ben Reilly. Living out his own life in the meantime (complete with all of Peter Parker's memories from beforehand), he felt compelled to visit Aunt May before she passed away. Of course, this led to him meeting Peter Parker, as well as Ben's own adventures as his own superhero—the Scarlet Spider.

About a year later, a revelation occurred that rocked the comic world: Ben Reilly was the real Spider-Man! In other words, for the past two decades Spidey fans had thrilled to the adventures of the Spider-Clone, while the real Peter Parker was nowhere to be seen, living his own life (which didn't include things like marrying Mary Jane). Believe it or not, Marvel actually expected fans to embrace its "ambition" with this story, and for them to accept Ben Reilly as Spider-Man from there on out.

Nope.

Vehement fans *demanded* the reinstatement of Peter Parker as their webbed hero—and Marvel listened. In late 1996, a story called "Revelations" lived up to its name, bringing back the long-thought-dead Green Goblin into the mix. As the madman revealed, he himself had plotted the whole thing as he led a cabal called the Scriers in Europe. A climactic battle ensued, which ended with Ben giving his life to save Peter. After making the ultimate sacrifice, Ben's body crumbled into dust, revealing him as the clone and Peter as the true Spider-Man.



A WEB OF ODDITIES

Ever hear about these interesting, often ridiculous Spider-Man moments and tie-ins?

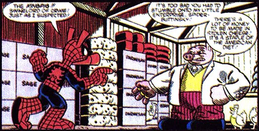
Ridiculous Crossovers: Spider-Man has teamed up with such unlikely allies as Howard the Duck, the Transformers, *Ren & Stimpy*'s Powdered Toast Man and the '78 cast of *Saturday Night Live*.

Adventure Spider-Man Toy Line: You haven't lived until you've played with Spider-Men of the Beach, Safari, Baseball or Football variety.

The Bombastic Bag-Man: When the web-slinger needed a replacement costume during the Secret Wars, the Fantastic Four offered him a uniform...but a brown paper bag had to do for the mask. (It's a PS one game unlockable costume, too.)

Only in Japan: A late-'70s Japanese TV show portrayed a dirt-bike-riding, supercar-driving Spider-Man with powers granted by aliens. He would sometimes grow to the size of Godzilla to battle Power Rangers-like foam monsters, and he spent his free time hovering above Earth in his flying fortress, the Marveller.

Peter Porker, the Spectacular Spider-Ham: Star Comics created a porcine version of Spidey in the mid-'80s, who battled enemies like the Kingpig and Ducktor Doom. A funny concept...but not a very funny read.


THE KINGPIG!! SWINELORD OF CRIME! JUST AS I SUSPECTED!
IT'S TOO BAD YOU HAD TO STUMBLE ONTO MY LITTLE ENTERPRISE, SPIDER-BUTTINSKY.
THERE'S A LOT OF MONEY TO BE MADE IN STOLEN CHEESE. IT'S A STAPLE OF THE AMERICAN DIET!
SAGE

THE FIVE WORST SPIDER-MAN STORYLINES

5 LIVE AND LET DIE

(*Web of Spider-Man* #113-116)

Facade, a battle suit with an unknown assailant inside, kills *Daily Bugle* photographer Lance Bannon for discovering his true identity—but since the story never reveals Facade's alter ego, what purpose does Bannon's death serve? Nothing worse than pointlessly ending the life of an established character.

4 MAXIMUM CARNAGE

(*Spider-Man Unlimited* #1-2, *Peter Parker: Spider-Man* #35-37, *Amazing Spider-Man* #378-380, *Spectacular Spider-Man* #201-203, *Web of Spider-Man* #101-103)

Good guys chase bad guys. Fine for two or three issues...but 14? Well, at least the Genesis/SNES game was decent.

3 SPIDER-MAN: CHAPTER ONE

(*Spider-Man: Chapter One* #0-12)

John Byrne attempts to update Spider-Man's origin—but fails big time. Rule No. 1 in pleasing fans: Never actually try to *change* certain events. Proof that if it ain't broke, don't fix it.

2 THE FINAL CHAPTER

(*Peter Parker: Spider-Man* #97-98, *Amazing Spider-Man* #441, *Spectacular Spider-Man* #263)

Marvel brings back Aunt May, instantly destroying the classic story depicted in *Amazing Spider-Man* #400. Boo.

1 THE CLONE SAGA

(*Spectacular Spider-Man* #216 [Sept. 1994] to *Peter Parker: Spider-Man* #75 [Dec. 1996] and roughly every issue in between)

It did enough things right to earn a spot on our Best list, but otherwise, everything that could have gone wrong in this story did. Next time you find yourselves in a bind, Marvel, ask the guys at SpiderFan.org for ideas.

2001

Amazing Spider-Man Annual (vol. 2) 2001

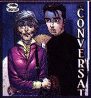
After months of marital problems, Mary Jane and Peter separate.

Dec. 2001

Amazing Spider-Man (vol. 2) #36

Spider-Man witnesses and, along with other Marvel superheroes, learns to deal with the ramifications of the Sept. 11 terrorist attacks. Fan reaction is mixed, some applauding the move, while others find it in questionable taste.

Feb. 2002

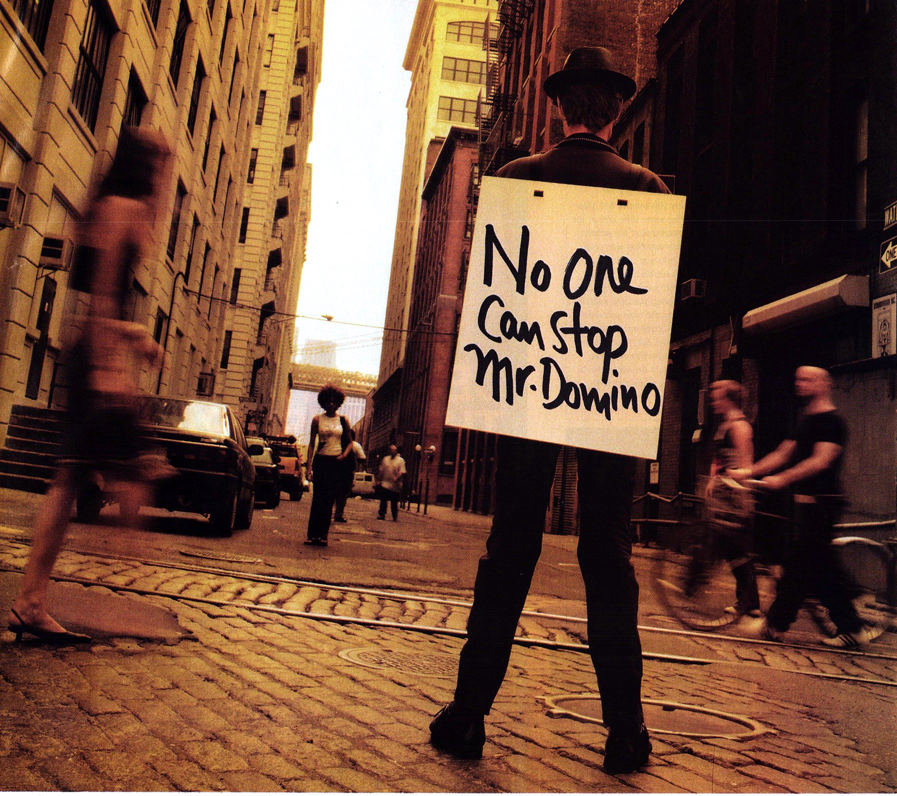


Amazing Spider-Man (vol. 2) #38

After nearly 40 years of clueless-ness, Aunt May reveals to Peter that she knows he is Spider-Man.

May 3, 2002

Spidey makes his motion-picture debut in Columbia Pictures' Spider-Man.



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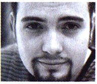
Whoops! We were sent a production copy of Woody Woodpecker: Escape from Buzz Buzzard Park for review this month, but after putting some time into it, we discovered that the production version that was originally released to stores as of this writing had a crash bug that made it impossible to progress past the fourth level. By the time you read this, the problem should have been fixed, but if you end up with a defective copy, you can contact DreamCatcher's customer support at their Web site, **www.dreamcatchergames.com**.

THE **FINAL SCORE**

●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Meet the critics



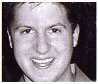
JOHN DAVISON
In a stroke of management genius, John enlisted Gary's cat Buster to help out this deadline while Gary was home with the flu.

JOE RYBICKI
Between drooling over the FFXI live-video feed and counting the days till PS2 goes online in August, Joe's been pretty busy.

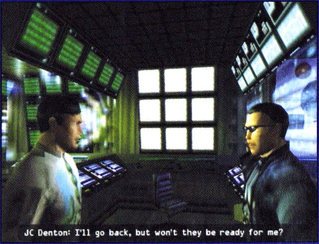
BUSTER STEINMAN
Buster's contribution this month comprised mainly of eating stuff. He wasn't really all that much of a help, to be honest.

CHRIS BAKER
C-Bake's attempt to gain Spider-Man's powers backfired. Sure, a radioactive spider bit him—but all it did was make him glow green.

TODD ZUNIGA
"Gorgeous" Todd Zuniga entered the boxing ring for the first time in his life this month. He's still the "prettiest" *OPM* editor, by far.



SAM KENNEDY
Upon hearing details of the new Contra for PS2, Sam got so excited that he went home and played through the original NES version. Thrice.



JC Denton: I'll go back, but won't they be ready for me?

DEUS EX: THE CONSPIRACY

And now for something completely different

Publisher Eidos
Developer ION Storm
Web Site www.eidos.com

There's a bad guy ambling toward me, and so far he hasn't spotted the fact that I'm hiding behind this pile of boxes. I have one tranq dart left in my crossbow, and if this guy gets the slightest inkling that I'm here, I don't stand a chance. I need to get past him and to the door across the way, but I can't afford to get into a fight, because my health is running low. I pull out the crossbow, take aim, and fire. Damn. I missed his face and it ripped into his kevlar vest. Nothing. He didn't even feel it. Now he knows I'm here though, and I'm screwed because I've got no ammo left. Um...what the hell do I do? Ah, hang on. This box has some kind of explosives in it...if I throw it, I think I can get him and not be affected by the blast. Pick up. Throw. Bang. Bad guy dead. Well done, me, for being excellent. If I'd have thought of that in the first place, I'd still have a tranq dart left. Fortunately, searching the corpse reveals that he too was packing a tranq gun, so I steal his darts and dash for the door before his buddies come looking.

As far as situations go, this is one of the least convoluted in Deus Ex. **If you've seen the game in stores and dismissed it as being just another first-person shooter, think again.** This is something else entirely. Sure, you can run around laying waste to anything with a staggering array of weapons, but that really isn't necessarily going to be the best strategy.

Those of you whose tastes reach further than just console games will no doubt be aware of the PC version of Deus Ex that came out over a year ago.

> **"Its execution is similarly mature, and I don't mean in a boobies and blood kinda way."**

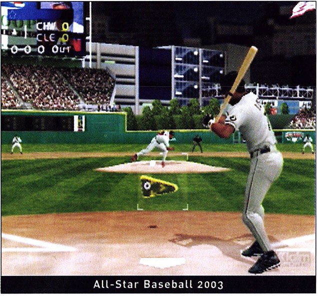
Developed under the masterful hand of Warren Spector, a designer who is regarded with the same love by PC gamers that we hold in our hearts for Hideo Kojima, it is a truly epic adventure game. I won't compare the PC and PS2 versions, as this seems a little redundant. But I should point out that **the almost intimidatingly complex design of the PC game has been masterfully reworked so that it's accessible with just a joypad.**

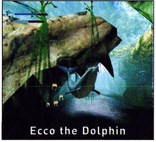
It has to be said that the game isn't for everyone. Its themes are mature and its execution is similarly mature...and I don't mean in a boobies and blood kinda way. It's "grown-up," intelligent, and something that's going to require some reserve and actual thought.

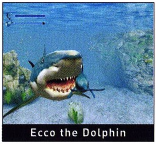
The **lengthy and unnervingly deep story** is, at first glance, your typical cyberpunk fare. There's all the trappings of the predictably "dark" future with nasty corporations doing ugly things with genetics and cybernetic augmentation. Ho-hum. Dig a little deeper though, and there's some stuff that's open to interpretation regarding the meaning of the term "deus ex" and its religious or mythological connotations. This, coupled with the fact that the game can be played in numerous different ways, from aggressive to stealthy and cerebral, means that you have something that's **far more than your average console game.** It's a shame the achingly slow load times spoil the tension.

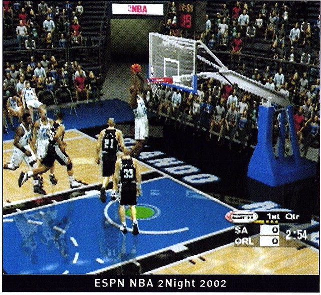
Final Score ●●●●◖
John Davison

MATURE M ESRB
Players: 1
Memory Card: 391 KB


All-Star Baseball 2003


Ecco the Dolphin


Ecco the Dolphin


ESPN NBA 2Night 2002

All-Star Baseball 2003

Publisher Acclaim
Developer Acclaim Austin
Web Site www.acclaim.com

While the glitches of yesteryear have been massaged and removed from ASB 2003, new problems have arisen that will have you scratching your head and yawning. This year's biggest flaw: pace.

The first pace issue is the pace of the baseball itself. With this game a 100-mph fastball feels like it's coming in at 380. If you weren't planning on swinging low and away, and the ball is low and away, forget hitting it. Even if you do plan for it you might miss. **The ball comes in too fast.** At first it feels like you're in an MLB batter's box. But after three innings of nothing as petty as a foul tip, you realize hitting the ball would really improve your newfound boredom.

The second pace issue is that of the game. One game takes about 45 minutes, which equates to foreversville if you're trying to play a full 162-game schedule. But there's lots of time when you're not *playing*. This equation will help: Each pitcher's wind-up is somewhere between three and four seconds. Multiply that by 100 pitches per game, and two teams per game, and that's 700 seconds of wasted time. Doesn't seem like much until you play your 162nd game and realize you've wasted over 30 hours. It's an obvious problem with ASB. **It's like it's trying to prove the hypotheses that baseball might just be boring.**

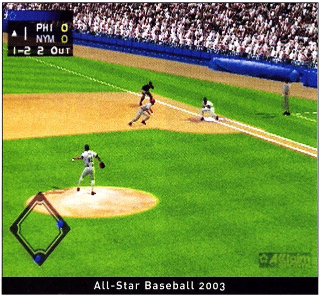
I'd like if the fielders moved and released the ball with a little more speed, and it'd be nice if a 12-to-6 curveball actually rose and dived, instead of looking like a sinker.

Still, there are some great aspects that will keep the ASB faithful happy. The cutscenes are grade-A and the graphics are top o' the heap. The announcers are superb and you'll even see broken bats. **The Franchise mode is the real home run, though.** You're forced to deal with a type of salary cap, and you'll find that keeping star players and managing a winning a team will grey your hair.

As feature-rich as ASB is, it simply proves that gameplay wins championships. It's a solid game that still needs help. If you're a hardcore baseball nut, go with High Heat. If you're a savvy GM or a casual fan, ASB is for you. If you're a chimp that reacts to flashing lights, buck up for Triple Play.

Final Score ●●●◖
Todd Zuniga

EVERYONE E
Players: 1-4
Memory Card: 1,707 KB


All-Star Baseball 2003

Ecco the Dolphin: Defender of the Future

Publisher Acclaim
Developer Sega/Appaloosa
Web Site www.acclaim.com

Life as a dolphin is harder than it seems, judging from the latest incarnation of Sega's long-running Ecco series. Oh sure, the nature programs make it look like dolphins play and leap and squeak all day, but they don't tell you about the dark side of mammalian sea life. **Dolphins are apparently a kind of undersea police force**, battling evil sharks, rescuing lost whales, exploring lightless tunnels, and dodging these deadly little crab things that seem to exist only for the purpose of descending in swarms on unsuspecting dolphins. Oh, and then there's that whole saving the world thing.

You'd think, just from the fact that this is a game where you play as, you know, a *dolphin*, that Ecco might be a friendly, peaceful undersea adventure. Not so. This game is hard—**we're talking brutal, controller-throwing frustration here**. The biggest problem is the control scheme. Frankly, it sucks. It's far too complex for its own good, especially considering that you're controlling a character that has more or less full freedom of movement in all three dimensions. The up-side of this is that it lets Ecco look and move like a real dolphin. The downside is that once you've given yourself a few hours to make that observation, you're not really going to want to keep playing. Simple "combat" involves a clumsy nose-charge that seems to inflict damage on Ecco himself as often as it does on his enemies. The control scheme makes the most frequent activities—combat, replenishing health, simple exploring—far more difficult than they ought to be.

And that's a damn shame, because with the **gorgeous graphics and astonishingly lifelike dolphin animation**, I would have been content to just swim around the undersea environments with the most simple of goals. But as it is, the challenge is probably going to turn you off as quickly as it did me; and while you might find yourself yearning to see more of the beautiful undersea world, chances are you, like me, will end up feeling like it's just not worth the effort. Only budding oceanographers and those looking for a ridiculous challenge need apply.

Final Score ●●◖
Joe Rybicki

EVERYONE E
Players: 1
Memory Card: 78 KB

ESPN NBA 2Night 2002

Publisher Konami
Developer Konami OSA
Web Site www.konami.com

Since the basketball season started a whopping six months ago, your PS2 library is probably equipped with the shameful Live 2002 or the stellar NBA 2K2. But if you've been watching hoops all winter instead of playing them, there's now the much-improved NBA 2Night to muddle the picture.

Last year I could foresee a bright future for 2Night, and **the hoped-for improvements showed up with bells on**. Still, the main reason to buy into 2Night is because the other games lack a solid Franchise mode for the GM-obsessed types. The menus are easy to navigate and you'll be able to create a championship team if you make all the right moves.

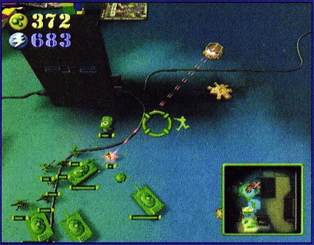
But as good as the franchise is, there are problems within the gameplay that will cause die-hards to turn their collective backs. **At times passes go *through* players**, and you can't steal mid-air passes with consistency. Rebounding is problematic because the ball will play on the rim two or three times nearly every miss, so you never know when to jump.

The rosters aren't post-trade-deadline accurate, either. So you'll have to get Jalen Rose to the Bulls and Raef Lafrentz to the Mavs. Minor considerations, but this is so late, accurate rosters should be in.

NBA 2K2 is still the obvious choice for basketball fans. But 2Night's stock remains on the rise.

Final Score ●●●
Todd Zuniga

EVERYONE E
Players: 1-8
Memory Card: 680 KB



1662
800
30 Villagers Remaining
Town Center
Sarge

ARMY MEN RTS

No, hell has not frozen over

Publisher 3DO
Developer Pandemic
Web Site www.3DO.com

At last, at last! I've been reviewing Army Men games for three years now, and at last 3DO has delivered a game that really capitalizes on the Army Men idea, the childhood dream of commanding living regiments of those little, green, plastic, violent buggers. By placing the entire game within "our" world, and drawing in everyday objects in a fairly innovative way (one particularly clever and funny move was including a PS2 as a power source on one level), Army Men RTS feels just like all those imaginary battles of our youth—only animated.

And the fundamental concept isn't even the high point of this game. That distinction goes to the **incredibly adept translation of complex RTS controls** (generally designed for mouse and keyboard use) to the Dual Shock. One of the reasons we haven't seen more real-time strategies on any console is the complexity of the controls. But Pandemic found a way to distill the range of commands standard to an RTS into a few intuitive button combinations. The control scheme makes good sense, and it makes the game particularly easy to pick up for beginners.

Now, it's clear that it was necessary to abandon some of the more advanced commands found in standard RTS games (adjusting unit behavior, for example, or setting specific routes for different groups) for the sake of simplicity, and that leads me to my greatest complaint about the game. As I said, the game is great for beginners, but **RTS veterans are likely to find the lack of more advanced controls fairly frustrating**. The thing I miss the most is the ability to move groups in formation, mainly because the path-finding routine for the individual units is pretty terrible. Select a large group and send them across the map, and before long you'll find them all spread out in single file, all following the shortest possible route to their destination.

Furthermore, your soldiers seem to have an awfully tough time getting out of each other's way. You tend to lose about half of your attack strength in any large assault because of all the jockeying for position that goes on in the back. It gets a bit irritating, especially when you're planning a particularly devastating operation.

> **"At last 3DO has delivered a game that really capitalizes on the Army Men idea."**

My only other gripe is the camera control. You have the option of zooming the camera from close to ground level to a serviceable, partial-overhead view, but that's it. You can't rotate it, can't do a full-overhead, nothing. That wouldn't be a problem if there weren't several tall obstacles in several levels that effectively obscure the camera. I can understand not wanting to make camera control something the player has to worry about, but being able to rotate your perspective is occasionally crucial.

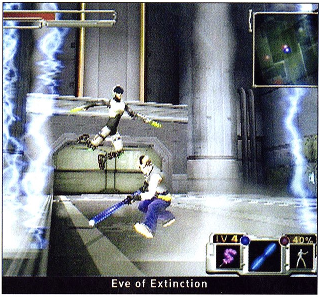
But in spite of these complaints, this is a really well-done game. The graphics are solid, the framerate keeps up even with a full screen of units, and there's a great deal of replay value resulting from the inclusion of 16 extra missions that are opened up by fulfilling certain objectives within the campaign. It may be an "RTS lite," but **it does what it sets out to do with remarkable competence**, and it's worth a look even for veterans of the genre. If you've never played a real-time strategy before, it's time to start.

Final Score ● ● ● ●

Joe Rybicki

Players: 1
Memory Card: 42 KB

1744
1179
Sarge



Eve of Extinction

Eve of Extinction

Publisher Eidos
Developer Yuke's
Web Site www.eidos.com

Here's one of those games that you'll pick up and realize right away that **there's something inherently wrong with the controls**—and that you're only going to get more annoyed as you go. Yuke's made some bold choices in terms of control configuration and gameplay mechanics and they'll definitely get on your nerves as you progress. A dedicated button to recenter the camera? Toggling weapons with your trigger fingers? It might sound OK on paper, but in practice it's a mess. Especially when there are countless spots that seem *designed* to give you control grievances.

But thankfully, two other things about Eve of Extinction that you'll notice right away are its **unique visual style and rather bizarre yet intriguing storyline**. Both were enough keep me interested and willing to venture on. Well, for a while at least.

The game also makes great efforts to incorporate a semi-complex fighting system into what would normally be your straightforward beat-'em-up. Weapons will level-up as you continue to use them, toggling weapons while fighting can produce special attacks, and weapon-specific super attacks can be obtained with items. The weapons themselves are all really cool to use and seem to take inspiration from those found in Soul Edge/Soul Calibur.

And to add a bit of diversity to the gameplay, there are times when the game will switch to scripted sequences requiring quick reflexes in order to dodge enemy attacks or other objects. It's just a shame that these weren't so random and so short.

Eve of Extinction definitely deserves credit for trying some new things with the roaming-brawler genre, and I'll admit that there were times, such as with boss fights, when I was thoroughly enjoying myself. It's just that the controls—coupled with the awful camera—hold it back as a whole. Not to mention the **painfully basic puzzles and level objectives**.

But if you can overlook that stuff, it's a solid beat-'em-up. There's also plenty of replayability to it. Question is, after the 250th guy you've smacked around, are you really going to want more?

Final Score ● ● ◐

Sam Kennedy

Players: 1
Memory Card: 79 KB

Eve of Extinction

Eve of Extinction

Mad Maestro!

Mr. Mosquito

Mad Maestro!

Mr. Mosquito

Mad Maestro!

Publisher Eidos/Fresh Games
Developer Desert
Web Site www.playfresh.com

Ever wished you could experience what it feels like to step into the shoes of an orchestra conductor? Well, keep wishing, because you're not going to have that experience with Mad Maestro!

That's not to say that Mad Maestro! isn't an interesting, diverting rhythm-music game. It's got a lot going for it, actually. One big deal is the fact that instead of the techno-dancey tunes found in most rhythm games, **the musical roster here is populated entirely with classical pieces** (34 in all). That's a refreshing change, but I wouldn't be surprised if many players were turned off by the less familiar music. Also interesting is the way in which all the scenery and music will constantly change depending on how well you're doing. We've seen similar things in other rhythm games, but none that I've played are so immediate and obvious as this. I'm also a big fan of the way the game forces you to vary the strength of your button pressing in time to the dynamic shifts in the music.

The trouble is, that's really all there is to this game, and **after a few songs, keeping tempo and varying the strength with which you hit a single button gets pretty old**. A selection of simple mini-games helps, but not much. This is a solid rental, especially for fans of the genre, but in the end it fails to earn a standing ovation.

Final Score ●●●

Joe Rybicki

Players: 1
Memory Card: 85 KB

Mr. Mosquito

Publisher Eidos/Fresh Games
Developer SCEI
Web Site www.playfresh.com

Truly hardcore xenophiles will buy this on principle (although there'll no doubt be a super-elite who will try to tell you that "the pure experience is the Japanese game." Whatever.), but don't let this put the rest of you off. **Yes, this is the game formerly known as "Ka."** And yes, you play a mosquito. The whole point of the game is to (duh) suck blood out of a hapless family in order to stay alive. The game takes you through various rooms of the family's home, where you fly around trying not to be noticed, then pick a fleshy and naked spot to land (and there are a few doozies in some levels), and, er, suck away. Flying around the room is like a fairly simple (you guessed it) 3D flying game, while the sucky bit is kinda like one of those Track & Field events where you have to wiggle the analog stick—but not *too* hard.

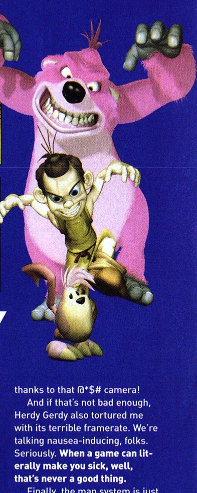
The basic premise is simple, but things get more complicated when the humans spot you, and this is where the game proves extra-imaginative (like the concept alone wasn't enough!) and forces you to mess around with the environment by hitting light switches and stuff to distract your "enemy."

Ultimately it's a very simple game, and is more the kind of thing to play for just a short while every now and then. Aside from this, though, **it represents an approach to game design that should be commended**. It's worth checking out.

Final Score ●●●◖

John Davison

Players: 1
Memory Card: 393 KB



HERDY GERDY

A gorgeous game with glaring flaws

Publisher Eidos
Developer Core
Web Site www.eidos.com

Now and then, a rare game comes along, something that has this extra special quality about it, that reaches across boundaries and borders, that maybe even redefines the gaming experience.

Herdy Gerdy is *not* one of those games.

> **"This game comes so close to reaching great new heights. Too bad it falls so flat..."**

But it very well could have been. And that's a shame, because this game comes so close to reaching great new heights. Too bad it falls so flat due to a swarm of technical woes and design flaws. But before we dig into what went horribly wrong, let's talk about what Herdy Gerdy gets right.

From the beginning, Core set out to create a game that looks like a Disney cartoon, and for the most part it's succeeded. Herdy Gerdy is **a visual masterpiece**, a cleverly animated, richly detailed adventure populated with whimsical creatures that ramble through sprawling landscapes.

While it's basically a herding game (that is, you push, pull, lead and chase a variety of creatures into their respective pens), it's not nearly as simple or straightforward as it may seem. Every creature acts and reacts differently, and has its own strengths and weaknesses. Gerdy herds the Doops, for example, simply by chasing them, whereas the big, pink Gromps will always chase Gerdy. Other creatures, like the purple, propeller-tailed Bleeps, will only follow Gerdy while he's playing his flute. Beyond these simple techniques are a host of other considerations, like making sure a Gromp doesn't follow you into a herd of Doops or Bleeps, lest it start stomping and chomping away at the helpless critters. Furthermore, Gerdy has an array of tools at his disposal, from a simple herding stick that helps gather scattered creatures to a horn that'll distract any hungry Gromp that wanders too close to a herd of smaller critters.

All these elements combine to provide a unique experience that's **part action, part adventure, part puzzle and part strategy**. As the levels get more and more complex, you'll need both careful planning and quick reflexes to get by.

But (and here comes the bad stuff) no matter how carefully you plan, no matter how quick your reflexes may be, you'll still suffer countless ignominies at the hands of **what may be the worst game camera ever**. It skitters about like a nervous kitten, switches perspectives, gets stuck on walls and obstacles, and often defaults to the most unusable setting at the worst possible moments. You might have plotted out a perfect herding sequence, only to to have it completely degenerate into a car wreck of critter carcasses no thanks to that @*$# camera!

And if that's not bad enough, Herdy Gerdy also tortured me with its terrible framerate. We're talking nausea-inducing, folks. Seriously. **When a game can literally make you sick, well, that's never a good thing.**

Finally, the map system is just plain useless. Herdy Gerdy has enormous, layered levels that practically require a full-size, fold-out atlas. But the in-game map is tiny, unreadable and awkwardly placed. Call it up, and the map sits squatly in the top-right corner, maliciously obscuring the on-screen action while deviously providing absolutely no useful info. And did I mention the gimpy camera already? Well, thanks to it, a good map is even more necessary—and the lack of one is an even greater sin.

I look forward to a sequel to Herdy Gerdy, one that irons out the near-fatal flaws of this valiant effort. I'd be first in line to pick up a copy of *that* game. And while we're at it, I'd love to play more games that are just as innovative as Herdy Gerdy.

Problem is, I have no desire to play Herdy Gerdy itself.

Final Score ●●●

Gary Steinman

Players: 1
Memory Card: 86 KB

No One Lives Forever

No One Lives Forever

Publisher Sierra
Developer Monolith
Web Site www.sierra.com

Back when No One Lives Forever hit the PC gaming scene a couple years ago, both critics and consumers ate up this quirky first-person shooter in huge spoonfuls—and for good reason, too. NOLF's integrated storyline and clever scenario proved that Half-Life wasn't just a fluke; it seemed the tired, old FPS genre still had plenty of ammunition left.

Now Monolith is banking that their hip-huggin', 1960s hot-spy-in-a-cool-car spoof hits the PS2 sweet spot. Well, the good news is, **everything that made the PC version of NOLF so damn infectious survives intact in this faithful conversion**. Like the Austin Powers flicks, this game plays up its swinging '60s setting with tongue firmly in cheek. As Cate Archer, an operative and all-around super vixen in the British secret service, your task is to foil the evil doings of the sinister H.A.R.M. organization, while jet-setting to exotic locales. She's a regular Sean Connery in go-go attire.

One of NOLF's biggest strengths is its excellent art direction that pulls you, heart and soul, into the environment. Each of the game's 15 unique levels features a refreshing sense of design, from the dusty underbelly of Morocco to the psychedelic art deco of a German nightclub. These **mostly excellent missions** will have you coming back for more...even if some of NOLF's slapstick comedy is strictly hit-or-miss.

Unfortunately, the game isn't quite the hot-boxed, free love den of sin that I was hoping for. Given that some missions require you to engage in tactical espionage, **NOLF's lack of a save-anywhere function gets to be a real pain in the arse**. The problem is that you're never quite sure what exactly triggers a guard's awareness, so you'll often find yourself inching along, poking your head around a corner for a look, only to be spotted and hunted down. To make matters worse, each time you fail a mission, you get to stare at a generic loading screen for 30 seconds. While this shortcoming doesn't exactly break the game, with everything else coming up daisies, this tedious trial-and-error waiting game can really put a damper on your groove.

Final Score ●●●◖

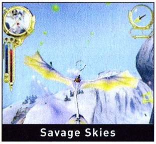
Che Chou

Players: 1
Memory Card: 137

No One Lives Forever

No One Lives Forever

Savage Skies



Savage Skies

Savage Skies

Publisher Bam!
Developer iRock Interactive
Web Site www.bam4fun.com

Talk about being caught off guard! Having recently played 3DO's god-awful dragon-riding title Dragon Rage—not to mention the fact that this is that Ozzy Osbourne game minus the Ozzy—let's just say that I had about as much faith in this game being good as I do of Gary giving up his crazy obsession with FFX's Rikku. That is to say, very little. So you'll have to understand just how surprised I was when I realized five or so hours into it that I was really hooked.

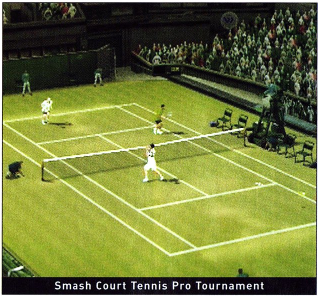
Despite being a little rough around the edges (some levels aren't designed so well, certain enemies are annoying, power-ups can be confusing), and that **it can take a little while to get interesting**, Savage Skies definitely has a lot of good stuff going for it. The number of dragons you can use, for example, is really surprising—especially when you consider that each has its own specialized attacks. And the gameplay, while it has its ups and downs, is for the most part filled with lots of shooter goodness. The graphics are generally solid. Plus, **there are plenty of hours of gameplay to be had**. In fact, my only big complaints would be about the rock soundtrack, which doesn't seem to fit, and some of the cheesy narration.

Rent this game if you can, or pick it up if you're really craving an action shooter. You might just end up as surprised as I was.

Final Score ●●●

Sam Kennedy

Players: 1
Memory Card: 102 KB



Smash Court Tennis Pro Tournament

Smash Court Tennis Pro Tournament

Publisher Namco
Developer Namco
Web Site www.namco.com

I can't figure why it's taken this long for a tennis game to arrive on the PS2. Tennis games are a blast. Plus, most everyone's tried their hand at real tennis, and most everyone has liked playing, but since most everyone launched at least one ball over the 20-foot fence on a half-swing, our advice is to try this at home. On your PS2. Enter Smash Court, which will capably feed the tennis-hungry.

This fast-paced arcade game features eight tennis pros (Hingis, Kournikova, Agassi and Sampras are the big shots) and all four major tournaments. **While the stadiums look good enough to eat, the character models are basic and disappointing.** You know you're playing with Hingis, because she does look like her, but there could've been more effort. But that's small potatoes. The game's biggest flaw is that **it features some of the dopiest unlockables I've ever been witness to**. Sure it's nice to unlock an extra outfit, and maybe unlocking a new camera angle borders on the unique, but otherwise you'll be privy to a mish-mosh of background music and player tips that are as useless as a broken pinky finger. Will even the most passionate Namco fans care when they have enough points to buy the Tekken 4 background music? I'm guessing they won't.

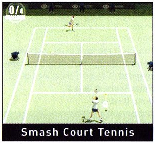
Part of me wants to say that Smash Court isn't deep, but that's not entirely true. Once you've played through a few tournaments, you're going to discover how to effectively use your different strokes to win matches. But that's where the depth ends. When it comes to unlocking items and having new challenges, the game bombs. So you'll have to turn to your roommates and friends to keep the challenge alive. But if your roommate happens to be your wife who rarely games, **this is so pick-up-and-play that it's perfect for first-time gamers**. This translates to multiplayer bliss.

There's plenty to like here, but the game is easiest to like when you're renting it. If you game alone, buying this game doesn't make a whole lot of sense. But if you're up for a tennis party, this fits the bill with style.

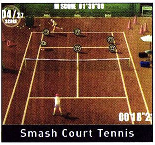
Final Score ●●●◖

Todd Zuniga

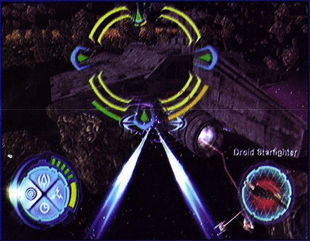
Players: 1-4
Memory Card: 71 KB

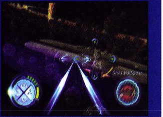


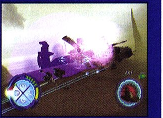
Smash Court Tennis



Smash Court Tennis







STAR WARS: JEDI STARFIGHTER

May the Force be a bit more interesting, please

Publisher LucasArts
Developer LucasArts
Web Site www.lucasarts.com

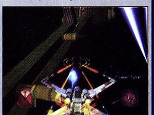
Jedi Starfighter takes all of the good bits from Starfighter, shoots them forward in time, and sprinkles some additional spiciness on top. Why then, you're no doubt asking, is the score of this one a full point lower? Well, mainly for all those same reasons. It's a perfectly adequate extra helping of Starfighter, but it doesn't really do any more than that.

The thing we're all supposed to get excited about this time is the fact that you can now fiddle around with Force powers. Sounds exciting in theory, right? Well, it would be if it made you feel like you're actually a Jedi and doing all this stuff. As it stands though, it just **feels like a bunch of extra, slightly weirder weapons** that you have bolted onto your ship. Maybe I'm too much of a Star Wars purist, but I've always thought that the beauty of the whole Force thing is that it's actually quite personal and intimate. It's what Jedi use to mess with the rest of us. Seeing it used from within the cockpit of a spaceship just doesn't give the desired effect.

"It's a perfectly adequate extra helping of Starfighter"

GET NEAT STUFF

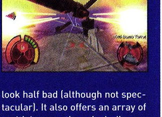
As is becoming the norm with LucasArts-produced games, you are amply rewarded for strutting your funky stuff with aplomb in Jedi Starfighter. Any ambivalence toward the game tends to dissolve away when you realize that you've managed to open up some cool stuff. I don't want to give lots away (well, OK, maybe I do), but this screenshot may give you some incentive to play all the way through.



So, with the unique new feature of the game well and truly shot down, what does that leave? More of the same thing we had in Starfighter, really. An extremely competent game with both space and ground-based missions that prove to be somewhat more challenging than they did last time around.

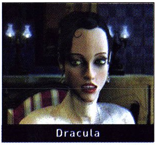
As before, the whole thing is character-driven, with a number of interwoven stories driving the narrative along in a "nearly *Episode II*" kind of way. My problem with Star Wars games that don't follow the movies these days is that I can never remember anyone's name. There are far too many apostrophes kicking around for my liking. Ultimately, I just end up describing people in a sort of "that big blue ugly guy" kind of way. Which leads to another fault in the game, namely that **if I can't even remember the names of the damn characters, I certainly don't particularly care about them.** Another Star Warsian *faux pas*, since part of the beauty of the Star Wars universe and the star players therein is that you really root for the heroes and despise the bad guys.

This aside, though, it's a perfectly competent game. It has a bunch of stuff to open up (see "Get Neat Stuff") and it doesn't look half bad (although not spectacular). It also offers an array of multiplayer options, including some kick-ass cooperative options, that will keep you and a suitably Star Wars loved-up buddy amused for some time.



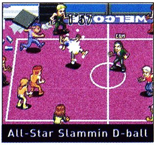
Final Score ●●●◖
John Davison

Players: 1-2
Memory Card: 71 KB



Dracula

Dracula



All-Star Slammin D-ball

All-Star Slammin D-ball

Dracula: The Last Sanctuary

Publisher DreamCatcher
Developer &Wandadoo/Canal+
Web Site dreamcatchergames.com

Don't get too down on yourself if you never played DreamCatcher's PlayStation debut, Dracula: The Resurrection—it didn't exactly tear up the charts. However, playing this Myst-like graphic adventure does serve as a sort of prerequisite for Dracula: The Last Sanctuary, as it continued the story of Bram Stoker's classic novel with respectable competence and ended with a semi-cliffhanger.

Picking up where Resurrection left off, Sanctuary continues Jon Harker's quest to rid the world of Dracula and save his woman Mina from her vampiric curse once and for all. And if DreamCatcher had just latched Sanctuary onto the end of Resurrection to make it all one game, I never would have noticed. Gameplay between the two is nearly identical, as are the games' strengths and faults. Most notably, you'll feel a genuine sense of accomplishment when you've solved a tough puzzle at some points...but at others **the frustration might not seem worth it** when you can't find the one item you need simply because it blends in too well with the 2D backgrounds that seam together to allow for 360-degree vision. However, the excellent voice acting and FMV manage to keep you hooked, even after great lengths of boredom.

Sanctuary's faults hurt it severely, but some might enjoy it anyway.

Final Score ●●◖
Chris Baker

Players: 1
Memory Card: 1 block

All-Star Slammin D-ball

Publisher Agetec
Developer D3 Publishing
Web Site www.agetec.com

Some of my fondest game-playing memories as a kid are of Super Dodge Ball for the Nintendo Entertainment System. You just got such a gratifying feeling from pegging your best friend right in the noggin with a powered-up super throw and seeing him fly across the screen. So as soon as I heard about Agetec's D-ball, I immediately jumped at the chance to get on the review. The cartoony graphics looked pretty cool, so I figured if D3 could pull off the super-fun gameplay of the NES classic, this would be an instant hit.

Unfortunately, they didn't. **Slammin' D-ball's gameplay is a far cry from that of the old-school classic**, and it's quite a shame. Super moves are available, but they're near-impossible to pull off because of the game's shoddy controls. Same goes for catching a ball thrown at you—one of dodgeball's most important aspects—which only seems to work half of the time. Plus, characters go down after one hit, resulting in **super-quick matches and little depth**.

Considering that D-ball will only set you back 10 bucks, though, I suppose you'll be able to get a fair amount of play out of it, especially if you've got two players. Still, I'd just as well suggest dusting off that old NES in the attic, hopping onto Ebay, and spending that 10 bucks on the original Super Dodge Ball. It's better and it's a classic!

Final Score ●●◖
Sam Kennedy

Players: 1-2
Memory Card: 1 block

IN THIS EDITION

Last month we kicked off our new Replay section to rave reviews. This month we improve with the latest and greatest in tricks for your stay-at-home weekend. More specifically, this month's special feature includes the games that you chose in our reader's poll. You picked the award-winning games; we pick the award-winning tricks.

Virtua Fighter 4 owners, we grace you with the head to heels on today's hottest fighter. Not only do you learn how to hold the controller (yes, there's a different way!), but we detail which fighter best suits your pummeling needs.

We also unravel the final shortcut secrets in SSX Tricky how to impress PS2 critics with every Super Über trick.

State of Emergency has you in a state and GTA3 is giving you headaches? We make it so you can breeze by the meanest set of Rockstar's polygonal lowlifes.

SECRETS **REVEALED**

PS2 Games

FFX 104, 105, 116. 117

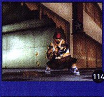
GTA3 .....105, 107, 112, 117-119

Maximo ..../..105, 113

State of Emergency 108, 114

THPS3 ....107, 113, 115, 117

Virtua Fighter 4 106-107



PS one Games

Driver 2 111

Grand Theft Auto 2 112

Gran Turismo 2 111

SPECIAL **FEATURE:** OPM AWARD WINNERS

You voted on the best games of the year. The least we could do was to offer up award-winning tricks for each.

GRAN TURISMO 3
You've heard about getting your wild ride into a wheelie. Now find out how to pull it off.

METAL GEAR SOLID 2
You and everyone's mother have played through it. Beating it's the easy part. Finding the secrets isn't.

PS2 Tricks and Review Archive

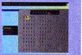
Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score. A number ❶ indicates it's rank in the top 10 selling games for each system.

Game	Publisher	Score	Issue
18 Wheeler			
American Pro Trucker	Acclaim	●●●	52
4x4 EVO	GOD Games	●●●●	44
Ace Combat 04: Shattered Skies	Namco	●●●●◖	51
The Adventures of			
Cookie & Cream	Agetec	●●●◖	44
Airblade	Namco	●●●●	53
All-Star Baseball 2002	Acclaim	●●●◖	44
Aqua Aqua	3DO	●●	42
Arctic Thunder	Midway	●	50
Armored Core 2	Agetec	●●●	39
Armored Core 2: Another Age	Agetec	●●●◖	48
Army Men Air Attack	3DO	●●●◖	44
Army Men: Green Rogue	3DO	●●	45
Army Men: Sarge's Heroes 2	3DO	●●◖	45
ATV Offroad Fury	Sony CEA	●●●●	42
Baldur's Gate: Dark Alliance	Interplay	●●●●◖	52
Bass Strike Virtual			
Fishing Tournament	THQ	●◖	51
Batman: Vengeance	Ubi Soft	●●●	51
Bloody Roar 3	Activision	●●●◖	47
The Bouncer	Square EA	●●●	42
Burnout	Acclaim	●●●●◖	52
Capcom vs. SNK 2	Capcom	●●●●◖	51
CART Fury	Midway	●	47
Casper: Spirit Dimensions	TDK Mediactive	●●◖	50
City Crisis	Take 2	●●●	48
Cool Boarders 2001	Sony CEA	●●●●	46
Crash Bandicoot:			
The Wrath of Cortex	Universal	●●●◖	51
Crazy Taxi	Acclaim	●●●●	46
Dark Angel: Vampire Apocalypse	Metro3D	●◖	49
Dark Cloud	Sony CEA	●●●●◖	46
Dark Summit	THQ	●●●◖	52
Dave Mirra Freestyle BMX 2	Acclaim	●●●◖	50
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Devil May Cry	Capcom	●●●●●	50
Donald Duck: Goin' Quackers	Ubi Soft	●●●◖	42
Dragon Rage	3DO	●◖	54
Drakan: The Ancients' Gates	Sony CEA	●●●●	53
Driven	Bam!	●	52
Driving Emotion Type-S	Square EA	●●◖	41
Dynasty Warriors 2	Koei	●●●●	38
Dynasty Warriors 3	Koei	●●●●	52
Ephemeral Fantasia	Konami	●◖	49
Escape From Monkey Island	LucasArts	●●●●●	46
ESPN International Track & Field	Konami	●●●	39
ESPN International Winter			
Sports 2002	Konami	●●●●	54
ESPN MLS ExtraTime	Konami	●●	44
ESPN National Hockey Night	Konami	●◖	45
ESPN NBA 2Night	Konami	●●	42
ESPN Winter X Games			
Snowboarding	Konami	●●●	41
ESPN Winter X Games			
Snowboarding 2002	Konami	●●●	53
ESPN X Games Skateboarding	Konami	●●●●	49
Eternal Ring	Agetec	●●	38
Evergrace	Agetec	●●	39
Evil Twin	Ubi Soft	●●	52
Extermination	Sony CEA	●●◖	48
Extreme G III	Acclaim	●●●●	50
F1 2001	EA Sports	●●●●●	52
F1 Championship	Ubi Soft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◖	41
Fantavision	Sony CEA	●●●●	40
Fatal Frame	Tecmo	●●●●	55
FIFA 2001 Major			
League Soccer	EA Sports	●●●●◖	39
FIFA 2002	EA Sports	●●●●◖	51
❸ Final Fantasy X	Square EA	●●●●●	53

It won PS2 Game of the Year and RPG of the Year. If you know people who haven't played it yet, make them. Offer to cook them up a nice hot dog and macaroni lunch while they play. Gourmet food always keeps people in their seat.

Airship Coordinates

Although you don't actually get to pilot the airship, you can tell it where to go by feeding it coordinates. Here's the short list of all the secret locales.



Search
X-74 Y-36 = Omega Ruins
X-15 Y41 = Sanubia Sand Dune
X-16 Y-57 = Yevon Temple
X-31 Y-73 = Besaid Rainbow Waterfall
X-34 Y-58 = Mi'ihen Abovewater Ruins
X-42 Y-57 = Battle Site

There are also three secret Al Behd passwords that unlock secret areas. Type these in using all capital letters.

Input
GODHAND =Mushroom Rock
VICTORIOUS = Besaid Ruin 1
MURASAME = Besaid Ruin 2

Al Behd Language

Final Fantasy X combines the fun of role-playing with the thrill of foreign-language class with the Al Behd Primer minigame. Rikku's race of desert-dwelling people speaks a language called Al Behd. Tidus can't understand a word of it at first, but by finding 26 books peppered throughout Spira, he can become fluent in the exotic tongue. Don't you wish it were that easy to understand your French teacher? You'll be able to comprehend what the Al Behd are talking about, plus you'll also be able to decipher some ancient writings.

Primer I. On the deck of the Al Behd salvage ship that rescues Tidus
Primer II. Besaid Village, Crusaders' headquarters
Primer III. Transport ship from Besaid to Kilika, power room
Primer IV. Kilika Bar
Primer V. Transport ship from Kilika to Luca, control room
Primer VI. Luca Stadium, Underground floor B
Primer VII. Luca Viewing Room, on the counter
Primer VIII. Mi'ihen Road, a gift from Rin
Primer IX. Mi'ihen Road, New Road North
Primer X. Mushroom Rock Road, Cliff area
Primer XI. Djose Road
Primer XII. Moonflow, North Shore
Primer XIII. Guadosalam, in a room on the far left
Primer XIV. Thunder Plains, a gift from Rin
Primer XV. Macalania Forest, on the road to the lake
Primer XVI. Macalania Lake, in front of the inn
Primer XVII. Sanubia Desert, central portion, left side
Primer XVIII. Sanubia Desert, central portion, right side
Primer XIX. Al Behd city of Home
Primer XX. Al Behd city of Home, residential area
Primer XXI. Al Behd city of Home, road area
Primer XXII. Bevelle Temple, Monk's Road
Primer XXIII. Calm Lands, Northwest area
Primer XXIV. Remiem Temple
Primer XXV. Cave under the Mountain
Primer XXVI. Omega Ruins

As you collect the primers, the letters of the Al Behd language that you know will appear as red text, giving hints to what's being said. If you gather all 26, Rin will give you a bunch of Reverse Keys, items that add Double AP to a weapon. You can also use transfer collected Primers from another save game via the Combine Spheres located at Inns.

Game	Publisher	Score	Issue
Forever Kingdom	Agetec	●◖	53
Formula One 2001	Sony CEA	●●◖	50
Frequency	Sony CEA	●●●◖	52
Frogger: The Great Quest	Konami	●◖	53
Fur Fighters: Viggo's Revenge	Acclaim	●●●	46
Gadget Racers	Conspiracy	●●●◖	50

Game	Publisher	Score	Issue
Gallop Racer	Tecmo	●●	48
Gauntlet: Dark Legacy	Midway	●●●◖	46
Giants: Citizen Kabuto	Interplay	●●●◖	51
Gitaroo-Man	Koei	●●●◖	53
Godai: Elemental Force	3DO	●◖	54
Gradius III and IV	Konami	●●◖	39
9 Gran Turismo 3: A-spec	SCEA	●●●●●	46

Have a second memory card laying around your apartment? Can't find it, huh? It's between the cheese and the crust on that pizza that's been sitting on your coffee table for three friggin' weeks! In all seriousness, try this tactic to score some easy money. But take out that pizza box first.

Upgrade Central

After you have earned 200,000 credits, purchase a car. Upgrade it to the maximum capacity, which will leave you nearly broke. Save this stud car on your second memory card, then return to the title screen and load your last game from your first memory card. You'll get your money back, plus you can now trade from the second memory card. The stud car will then only cost you retail. These are the types of tricks keeping the economy on a slow upswing.

Ready for the big time?

Now that you've cheated your way into a sweet ride, select Arcade mode, then highlight the Hard selection on the difficulty selection screen. Hold L1 + R1 until it changes to Professional.

Game	Publisher	Score	Issue
1 Grand Theft Auto III	Rockstar	●●●●●	52

You've beaten every mission, you've scored all 100 packages, you've invited a hooker into your stolen Camaro. But have you thrown a Molotov Cocktail into a bunch of pedestrians living nowhere lives? Probably. But these cheats make it even easier.

All weapons

R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up

Lots Of Cash

R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up

Full Armor Cheat

R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up

Full Health Cheat

R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up

Blow Up All Cars

L2, R2, L1, R1, L2, R2, Triangle, Square, Circle, Triangle, L2, L1

No Wanted Level

Press R2, R2, L1, R2, Up, Down, Up, Down, Up, Down.

Game	Publisher	Score	Issue
Grandia II	Ubi Soft	●●●◖	53
Guilty Gear X	Majesco/Sammy	●●●●	51
Gungriffon Blaze	Working Designs	●●●◖	39
Half-Life	Sierra	●●●●●	51
Harvest Moon: Save the Homeland	Natsume	●●●●	51
Heroes of Might and Magic	3DO	●●◖	46
High Heat MLB 2002	3DO	●●●●	44
High Heat MLB 2003	3DO	●●●●◖	55
Hot Shots Golf 3	Sony CEA	●●●●	55
Ico	Sony CEA	●●●●●	50
Jade Cocoon 2	Ubi Soft	●●●◖	53
Jak and Daxter: The Precursor Legacy	Sony CEA	●●●●●	52
10 James Bond: Agent Under Fire	EA Games	●●●●	52

Last month we made you invincible, this month we fill your head with reward info. We'll make it snappy so we can get back to our who's a bigger Bond retard: the lady-lovin' George Lazenby or the cleft-chinned Timothy Dalton?

Gold and Platinum Rewards

Here's how this works, we give you what medal you'll get , the points needed to get it and the reward you'll enjoy. Get to it, 007.

Level 1: Trouble In Paradise

Gold: 50,000: Golden Gun

Platinum:50,000 + 007 Icons: MP Map of Rocket Manor

Level 2: Precious Cargo

Gold: 50,000: Golden CH-6

Platinum: 50,000 + 007 Icons: MP Game Mode: Golden Gun

Level 3: Dangerous Pursuit

Gold: 70,000: Unlimited Missiles

Platinum: 70,000 + 007 Icons: MP Model: Stealth Bond

Level 4: Bad Diplomacy

Gold: 70,000: Golden Accuracy

Platinum: 70,000 + 007 Icons: MP Powerup: Gravity Boots

Level 5: Cold Reception

Gold: 90,000: Golden Clip

Platinum: 90,000 + 007 Icons: MP Model: Guard

Game	Publisher	Score	Issue
Jeremy McGrath Supercross World	Acclaim	●	53
Jonny Moseley Mad Trix	3DO	●◖	54
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
Kessen II	Koei	●●●	51
Kinetica	Sony CEA	●●●●◖	50
King's Field: The Ancient City	Agetec	●●	55
Klonoa 2: Lunatea's Veil	EA Games	●●●●◖	47
Knockout Kings 2001	EA Sports	●●●●	42
Knockout Kings 2002	EA Sports	●●●●	55
Le Mans 24 Hours	Infogrames	●●◖	48
The Legend of Alon D'ar	Ubi Soft	●◖	54
Legends of Wrestling	Acclaim	●●◖	53
Lego Racers 2	Lego Media	●●◖	51
Madden NFL 2001	EA Sports	●●●●◖	38
6 Madden NFL 2002	EA Sports	●●●●◖	48

Isn't football season over? Go play High Heat or NBA 2K2 for the love of Jehoshaphat! But since the NFL draft is on everyone's mind, we decided to help you cheat your way into a dominating team. Now go out there and kick some Houston Texans butt!

Draft Day dream

Do this and you'll end up with all kinds of first-round draft picks. The Julius Peppers and the Joey Harringtons of the NFL will be wearing your logo on the side of their helmets.

Start the season in Franchise mode, then go to the Rosters screen. Buy all free agents that your team can afford, with stats 63 or higher. These positions are best: SS, FS, OLB, MLB, LOB, CB, or DE, because they have higher trade value. Go to Trades and trade any three of your same defensive players to any team willing to give a draft pick at least fourth round or lower. Next, trade one bad player along with all fifth- and sixth-round picks for a fourth pick. You may end up with second- to fourth-rounders. Next, trade only picks for lower picks. For example, three fourth-round picks equals one third-round pick; three third-round picks equals one second-round pick; three second-round pick equals one first-round pick. This takes more time than most are willing to commit, but if you love your team and want a young power team, why not give it a shot?

Game	Publisher	Score	Issue
4 Max Payne	Rockstar	●●●●	53

Going after criminals who killed your family? God, we hope not. That would be terrible, and it disturbs us to think about it. Unless it's in video-game context, in which case we give you codes. Just type in these codes at the Pause screen to make the magic happen.

Unlimited Bullet Time

L1, L2, R1, R2, Triangle, X, X, Triangle.

Choose any level

Play through the game until you pass the subway level. Then press the Select button to return to the main menu and press the following: Up, Down, Left, Right, Up, Left, Down, Circle. After that, get picky. Because you can choose whatever level you want to play.

Eight Pain Killer pills

Press Start to pause, then press L1, L2, R2, R1, Triangle, Circle, X, Square. Nothing kills pain like that combination.

All weapons and full ammunition

Slap Start to pause the game and then press L1, L2, R1, R2, Triangle, Circle, X, Square.

Infinite Ammo

Pause the game and press: L1, L2, R1, R2, Triangle, Square, X, Circle.

Invincibility

Pause the gameplay and then press L1, L1, L2, L2, R1, R1, R2, R2. You may have to enter this code again after saving.

New modes? Why, yes

Beat the game to unlock the Dead on Arrival and the New York Minute difficulty modes.

Game	Publisher	Score	Issue
7 Maximo: Ghosts To Glory	Capcom	●●●◖	54

You've been to Blockbuster for Maximo or you've bought it. Either way, it's overhyped and under-good. Or is it? While you're deciding, try these cheats on for size, will you?

Bewitching kisses

Collect the Sorceress' kiss at the end of each and every level. Seat each of the four kisses to a power-up position. Once the game is completed, the art gallery will be unlocked.

More money, honey

During the first level collect the fairie. Keep on keepin' on until you have about 50. Hit the next grave, and you will have a Grim Reaper coin. It's shiny and pretty and new!

SPECIAL FEATURE

PS2 GAME OF THE YEAR

FINAL FANTASY X

How to get past two of the toughest bosses in this incredible RPG.

FFX-Yunalesca

Yunalesca

1st form—HP: 24000 • 2nd form—HP: 48000 • 3rd form—HP: 60000

Here's where FFX gets really nasty. That spectacular Aeon Overdrive Assault is a must-have, but you need to save it for the final form of the boss. Yunalesca is immensely fond of status ailment attacks, so you'll want to bring a vat of Remedies, Echo Screens and most importantly, Holy Water. If possible, try to find or make armor that has the Auto-Medication ability—it's a huge help. Protective spells and Hastega help for a while, but Yunalesca will dispel them eventually. Keeping Yuna free from maladies is of the utmost importance, as she has to whip out those Aeons when the final form emerges. Yuna's Holy spell inflicts 9999 to Yunalesca every turn, so a Hasted Yuna with good Ether support is a viable alternative to the Aeon massacre. Also, be prepared for the third form's Mega Death attack—it casts Death on everyone. Deathproof armor is your only defense. If you don't have any of that...pray that one person avoids the spell.

FFX-Sin

Sin (second time) HP: 140000

After your previous tussle with him lulls you into a false sense of security, Sin returns with an unfair advantage. Sin won't attack you for a few rounds, but when he does, you will die. In fact, this attack doesn't even inflict actual damage—it's an automatic Game Over. In order to avoid this fate, you must dole out 140,000 points of damage before Sin's countdown finishes. If you have the Aeon Anima, it will be an easy battle—but odds are that you don't have that quite yet. Have Tidus cast Hastega and then proceed to bust out your most devastating attacks. All of your Aeon Overdrives and character Overdrives provide a good start. Next, have Yuna cast Holy and Lulu use Doublecast and Flare. Auron's normal attacks should also do 9999 by this point. Hopefully, you'll be fast and strong enough to win this fight.

PS ONE GAME OF THE YEAR

FINAL FANTASY CHRONICLES

Final Fantasy IV: Secret Developers' Room

To visit the secret Developers' Room, head to the Dwarf Castle in the Underworld. Enter the Rally-Ho pub, which you'll find between the weapon and armor shops. There's a fake wall on the right side of the pub. Walk through this wall, then down the staircase, and you'll be in the hidden Developers' Room. While there, be sure to visit the Nap Room to take a peek at the porno mag. *Smut*!

Chrono Trigger: Another Secret Developers' Room!

Chrono Trigger also features a special developer's room that's actually part of one of the game's many endings (probably the hardest one to obtain). There are two ways to get to it, but in both cases you'll need to beat the game and have a Game+ ranking. The quickest way to do it is to examine the shiny dot on the Lucca's right Telepod in Leene Square (if you don't talk to anyone Marle will come with you too) and then square off against Lavos. The other way to do it is to beat Lavos when you first fight him in the Ocean Palace.

Once you beat Lavos you'll end up at the End of Time. All of the characters in the room represent actual development team staff members and they'll make jokes as you talk to them. You can even meet the Dream Team of game designers—Akira Toriyama, Hironobu Sakaguchi and Yuji Horii—in Spekkio's Place. Then be prepared to watch the shortest set of credits you've ever seen in your life!

VIRTUA FIGHTER 4: KICK ASS

Think you're the greatest Virtua Fighter in the world? Try these tips to get even better

42
10th kyu
Flying Aoi

Akira faces Aoi

Mix up attack heights

Use throws a lot...

Take 'em down hard

Know your range

PRESS START BUTTON

...with all characters

Try and confuse them

Mastering Virtua Fighter 4 is going to take you a long time, and you're going to need to make use of everything that the game offers from the training mode to Kumite to ensure that you become a master. What we bring you here is the collected wisdom from folks who have been playing the game for the last couple of months.

Start out by learning one fast character and one slow/strong character really well. This will give you greater latitude in confronting opponents who favor one character or are defeating your primary character with ease.

After learning your character's basic moves, the first thing you should do is piece together offensive, defensive, close-range and long-range playing styles. Figure out which moves keep your opponent at bay, which ones keep the pressure up and keeps him guarding. Then switch up between the different styles during the match to keep your opponent guessing.

MIX IT UP

- Know your character's attack ranges. The last thing you want is to be repeatedly making the mistake of attacking and missing.
- Use the low punch to interrupt your enemy's attacks. This will shift the flow of the fight and put you on the offensive.
- Familiarize yourself with the mid-attacks. Mid-attacks will hit a crouching opponent. So attack low to get your enemy to crouch, then go into a mid-attack to stagger or bring him down.
- Switch up between different attack heights to keep the enemy guessing.
- Throw out a couple of predictable patterns that your opponent will start to think is your "style." Once he's familiar, and reacting and anticipating the way you want him to, change your tactics entirely to surprise your opponent.
- Vary your attacks to target multiple levels. Force your opponent to switch between high and low blocking every time you combo.

OFFENSE

- A strong offense is better than a good defense. Don't back down unless you really, really have to.
- Pressure your opponents into walls, corners or edges of rings to limit their options. Characters with fast attacks, like Lau, can annihilate an opponent using the wall to hold an opponent in place.
- Do not hesitate to ring out your opponents. It may seem like a cheap victory...but it *is* a victory.
- An opponent who stays on the ground for more than a second after falling is just begging for a ground beating using the pounce. Use the up and punch or your character's unique standing ground attack whenever possible. However, pounce only if it's a guaranteed hit. Otherwise, you'll take more damage than you dish because of the recovery delay from the move.
- Learn your character's airlift move or moves to start off inescapable juggling combos. With relatively little practice you can juggle someone three times without much trouble. With a character like Kage, this is devastating.
- Intentionally winning by running away and waiting for the clock to tick away is a cheap way of winning. Only real wussies use this kind of tactic.
- Use throws as often as possible. The worst thing that can happen is your opponent negates it, but you can follow up with quick punches or a low sweep if you're savvy.

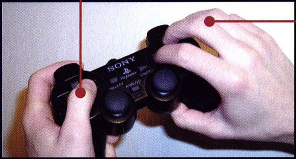
DEFENSE

- Master your defense and save yourself some trouble. If you're more patient than your opponent, you're going to find that blocking and pushing back moves is going to break the flow of someone who is being entirely offensive. It's very satisfying to have your back up against the edge of the ring, only to reverse an opponent who's rushing you, flipping him over your shoulder and out of the ring.
- Rising attacks are for suckers and just leave you open for a beating/throwing. It is absolutely necessary for you to learn how to tech roll out of the way of a pounce. Set it up in the training mode if you have to, but this is a defensive skill that you need to develop.
- Crouch and block if you need a breather.

HOLD ONTO IT PROPERLY

IT'S ALL IN THE THUMB

Try not to keep your thumb too tense, as you need to be able to "roll" the pad quickly and smoothly. Use the fleshy bit of your thumb, and make sure you hold the joypad sturdy with your hand underneath.



PUSHING THE RIGHT BUTTONS WITH THE RIGHT FINGERS

Put your first finger on block, your middle finger on punch and your third finger on kick. With your hand in more of a "typing" position, it's easier to react to what's happening on screen. You may find that for some moves (like throws) you'll want to switch and use your thumb across the buttons.

Try to condition yourself away from this and use the very tips of your fingers to execute all of the moves.

MEMORY CARD Slot 1
CANCEL
SARAH
LAU
JohnnyUK
LAU
Lau

Start with Lau

Kage: the fastest

WHO DO I PICK?

Picking the right character is the first decision you'll make that will affect how well you progress. To make sure you don't mess up, follow this advice.

BEGINNERS

If you're new to either Virtua Fighter or fighting games in general, you'll need someone who's a good all-arounder and who's not too complicated to get used to. Many of the characters only become more devastating when you've mastered some of their crazier moves.

Lau
Fast, decent combos, good power

Pai
Fast, good array of moves, good defensive abilities

Sarah
Good kicks, fast but short-range punches, easy to create combos

Jacky
Fast, strong punches and kicks. Fast sweeps, decent defense

INTERMEDIATE

Once you've discovered that the training mode can actually make you play better [it's really worth investing some time with it] you'll want to try some of the flashier stuff. In order to get some bang for your newly confident buck, try:

Lei-Fei
Great combos if you can figure them out. Constantly changing stances make it hard for opponents to anticipate where he'll hit next

Lion
Good, low attacks that hit generally mid to low. This makes it easy to take people out of defensive stances. Good at throwing and putting distance between him and opponent at the same time.

Aoi
Great defensive player. Probably the third or fourth fastest character in the game which lets her chain attacks rather well. Fast sweeps, good kicks.

Vanessa
Dual Muy Thai stances keep opponents guessing. Brutal punches and kicks, she also has some long-distance attacks. Great throw moves and defensive options.

EXPERTS

Some characters just feel like they're not actually doing anything worthwhile at first, and you soon realize that you need to be able to pull off chains of combos in order to achieve the best effects. This takes a lot of time to get used to, but once you're more confident, try:

Shun-Di
Trying to anticipate where this drunken asshole is going to come from next is a bitch. His low to the ground game and small size makes it hard to land a significant hit on him. Hard to master.

Jeffry
Powerful character, can devastate you in a few short moves. Limited repertoire makes him easy to predict. Fast players can take him. Must mix his attacks, and play a smart defensive game to succeed. He's good at turtling.

Akira
Short range, and predictability of his attacks makes him easy to negate. But even though he's not the fastest character, his moves unleash super fast. If you manage to open a space in your opponents defense, then you can just crack that can of whoop-ass open on half your opponent's lifebar. Shoulder, shoulder, stun palm, pounce, repeat.

Wolf
Ditto as Jeffry, but Wolf's moves have a little more fluidity, making him, in our opinion, more fun to use. Plus, his attacks are quick for a big guy, and more diverse than Jeffry's.

Kage
The *fastest* character in the game, Kage has a crapload of moves. Knowing how to use them, and mastering the button inputs is another matter. Great defense, unpredictable offense make Kage a great character in the hands of a master.

Those pretty, girlish, dainty fingers belong to none other than our own Sam Kennedy. If this gaming gig ever goes belly up, he can always fall back on a career in hand modeling.

REPLAY FORUM

THIS *IS* THE END

I want to know how to get past the last mission of GTA3 where you go to the Mexican dude's mansion with the $500,000 to get my woman back. I can get to her on the dam, but then where do I go? The mission doesn't end.

Jeremy Bergeron
jbergeron001@student.monroecc.edu

We'll admit that we're a bit confused. After all, if you can get to Maria on the dam, and you've shot down Catalina's chopper, then you've beaten the game. Maybe you didn't finish within the seven minutes allotted for the mission? Or maybe, and this is our guess, you actually beat the game and don't realize it. Which makes it easy to make fun of you, which we've been doing for the last three hours.

TECH DECK

I'm having trouble beating one part on Tony Hawk 3. I can't seem to find the deck on the Rio level. I've looked everywhere. Please help!

Amanda

The decks in Rio are as easy as it gets, if you know where to look. Check the perimeter for a sketchy-looking wooden fence. Crash through and you'll find the pool. You'll find all three of them there.

Cont. on pg. 111

	Game	Publisher	Score	Issue
7	Maximo: Ghosts To Glory (cont.)			

Living the good life, or at least the extra life
During level one find the Jail cell type of room. You know the one. Then go up to the side, do your fancy-schmancy crushing-death blow, and you'll be admitted into the secret room. There you can pick up an extra Maximo life and a furor of coins.

	Game	Publisher	Score	Issue
	MDK2 Armageddon	Interplay	●●●◖	45
8	Metal Gear Solid 2	Konami	●●●●●	51

You've beaten the game. We know. Big whoop. But did you get the extra crap that keeps you playing the game so much that your thumb has been surgically altered for 24-hour playing?

Snake's Dogtag
After Snake gives you the High Frequency Blade and Equipment, knock him out and shake him to get his dogtag.

The Do Rag
After you beat the game once, start a new game. Then, select "Tanker" for the level. Get as many dogtags as possible on any of the level difficulties. If you get 30 or more, you will get the Bandana. It gives you infinite Ammo.

Blue hair dye
Collect ALL the dogtags and you receive the Blue Wig. It gives you infinite 02.

Not quite Ronald McDonald
After beating the game with 150 dogtags. You receive the Orange Wig which gives you infinite grip.

The best a man can get
To get Pliskin to shave his face, give him the shaver which you receive by gripping yourself over behind the caged fence when you start with Raiden.

Even more stealth camo
After beating the game with 100 dogtags on the Plant, you receive Raiden's Stealth Camo.

	Game	Publisher	Score	Issue
	Midnight Club	Rockstar	●●●●	39
	Mobile Suit Gundam: Journey to Jaburo	Bandai	●	48
	Mobile Suit Gundam: Zeonic Front	Bandai	●●●	54
	Monster Rancher 3	Tecmo	●●●●	50
	Monsters, Inc.	Sony CEA	●●●◖	55
	Moto GP	Namco	●●●●	39
	Moto GP2	Namco	●●●●◖	53
	Motor Mayhem	Infogrames	●●●	47
	MTV Music Generator 2	Codemasters	●●●	46
	The Mummy Returns	Universal	●◖	52
	MX 2002 Featuring Ricky Carmichael	THQ	●●●●	47
	MX Rider	Infogrames	●●●◖	52
	Namco Museum	Namco	●●●◖	53
	NASCAR 2001	EA Sports	●●◖	40
	NASCAR Heat	Infogrames	●●●●	47
	NASCAR Thunder 2002	EA Sports	●●●●◖	51
5	NBA 2K2	Sega Sports	●●●●●	53

Michael Jordan's injury got you down? Well, rejoice, because he's not injured on NBA 2K2! In fact, he's healthier than ever. And he'll come in real handy-like if you plan on beating the tough 2K2 defenses. Here are some tricks to get your scoring up.

Hitting the freebies
Can't seem to get your free throws to fall? Try being more rugged with the analog sticks. Sounds strange, but the dual-shock analog sticks are looser than you think. So, when you're at the stripe, really push them in. If you press gingerly, you're in for trouble. A little practice and you should be knocking them down.

Still having free-throw woes? No worries
If you're having problems at the charity stripe, try having problems on purpose. It may lead to an easy bucket. Here's how it works: Miss the free throw intentionally to the left or right. As soon as you release the ball, switch players to the guy nearest the hoop. Then run a half-circle around the defender on the low block. Many times you'll be able to grab the miss and dunk it home. Who needs one point when you can get two?

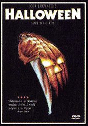
	Game	Publisher	Score	Issue
	NBA Hoopz	Midway	●●●	44
	NBA Live 2001	EA Sports	●●●	42
	NBA Live 2002	EA Sports	●●◖	51
	NBA ShootOut 2001	Sony CEA	●●◖	44
	NBA Street	EA Sports Big	●●●●●	47

DVD EGGS

The Fast and the Furious DVD

Hidden Ending

After the thrillride is over, there's more that awaits for the pretentious saps who watch until the credits are finished. If you wait that long, you'll be rewarded with a hidden ending that shows Vin Diesel's character in Baja, Mexico, with a brand-new car.



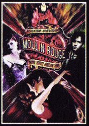
Halloween DVD

Sure you're watching movies like *Scream* and *Scream 2* and *Scream 3*. Fine. They're horror for the contemporary audience. But the real fright came from Mike Meyers before *Saturday Night Live* popularized the funny man that goes by the same name. So, here's an egg to keep the scare-coaster rolling. Insert the letter-box side of the disc. Repeatedly press R1 (for next chapter) during the Anchor Bay logo, trailer, DVD production notes and FBI warning screen to advance through each of the death scenes in the movie. Advance through the disc until reaching a secret pumpkin menu with "Kill 'em All," "Sis," "Doggie," "Annie," "Bob," and "Linda" options.

Ocean's Eleven (Original Version)

You won't find George Clooney, Brad Pitt or Julia Roberts charming the audience here. Just some old studs doing their thing. To check out some info on the casinos they swindled, go to the Special Features section for the Map of Vegas. A map of the Vegas strip will show up. Press Up and then to the side and a pair of dice will appear beside each of the casinos robbed in the film. When you press Enter at the casinos, a mini-documentary will play.

The original Ocean's 11 is nowhere near as good as the new one is it?



Moulin Rouge Special Edition DVD

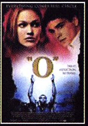
Frightened by the idea of a mundane musical? You should be, but this isn't one of them. This Oscar-nominee has plenty of eggs. Here are a few.

Dropping the Hammer

Put in the second disc and go to "This Story is About." From there go to "Old Storylines and Script Comparisons." Highlight Return and press Right. A green fairy will appear. Press "OK" to see a little clip and a few profanities.

Big Momma's Whorehouse

If you put in disc 2 and head to the Marketing secion you'll be able to go to The Little Red Book. From there scroll down to the name "Mary Ellen Mark." Push Right. A red mill should appear. Press "OK." You'll find Leguizamo getting chatty and making jokes about brothels.



O Special Edition DVD

Yes, that's the title of the movie. O. As in Othello. As in Shakespeare. Better bone up on your love stories, and while you're at it, find the hidden trailer on the DVD. Click on the Lion's Gate logo on disc 1 and you'll score the trailer.

Found an Easter Egg? Email us at opm@ziffdavis.com and mark your subject line DVD EGG

Game	Publisher	Score	Issue
NCAA Final Four 2001	Sony CEA	●	41
NCAA Final Four 2002	989 Sports	●◐	52
NCAA Football 2002	EA Sports	●●●●◐	48
NCAA GameBreaker 2001	Sony CEA	●◐	41
NCAA March Madness 2002	EA Sports	●●●	53
NFL 2K2	Sega Sports	●●●◐	52
NFL Blitz 2002	Midway	●●●●	55
NFL GameDay 2001	Sony CEA	●	40
NFL GameDay 2002	Sony CEA	●◐	53
NFL Quarterback Club 2001	Acclaim	●●◐	50
NHL 2001	EA Sports	●●●●	38
NHL 2002	EA Sports	●●●●◐	50
NHL FaceOff 2001	Sony CEA	●●●◐	43
NHL Hitz 2002	Midway	●●●●	51
Okage: Shadow King	Sony CEA	●●●	51
Oni	Rockstar	●◐	43
Onimusha: Warlords	Capcom	●●●●	43
Orphen: Scion of Sorcery	Activision	●●●	39
Pac-Man World 2	Namco	●●●●◐	54
PaRappa the Rapper 2	Sony CEA	●●●◐	53
Paris-Dakar Rally	Acclaim	●●	53
Pirates: The Legend of Black Kat	EA Games	●●●◐	55
Portal Runner	3DO	●●	50
Project Eden	Eidos	●●●◐	52
Q-Ball Billiards Master	Take 2	●●●◐	40
Quake III Revolution	EA Games	●●●●◐	44
Rayman 2 Revolution	Ubi Soft	●●●●●	41
RC Revenge Pro	Acclaim	●●◐	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◐	40
Red Faction	THQ	●●●●●	46
Resident Evil–Code: Veronica X	Capcom	●●●●◐	48
Rez	Sega	●●●●◐	53
Ridge Racer V	Namco	●●●●◐	38
Ring of Red	Konami	●●●●	43
Rugby	EA Sports	●●●◐	48
Rumble Racing	EA Games	●●●●◐	45
Rune: Viking Warlord	Take 2	●●◐	48
Salt Lake 2002	Eidos	●●◐	55
Shadow Hearts	Midway	●●●●	52
Shadow of Destiny	Konami	●●●◐	43
Shaun Palmer's Pro Snowboarder	Activision	●●◐	52
Silent Hill 2	Konami	●●●●◐	50
Silent Scope	Konami	●●●	39
Silent Scope 2	Konami	●●●◐	49
Silpheed: The Lost Planet	Working Designs	●●●◐	40
The Simpsons Road Rage	EA Games	●●●	52
Sky Odyssey	Activision	●●●	40
Sled Storm	EA Big	●●●◐	55
Smuggler's Run	Rockstar	●●●●◐	39
Smuggler's Run 2: Hostile Territory	Rockstar	●●●●◐	52
Soccer America: International Cup	Hot-B	●●	48
Soldier of Fortune	Majesco	●●●	52
Soul Reaver 2	Eidos	●●●	52
Splashdown	Infogrames	●●●●	52
Spy Hunter	Midway	●●●●◐	50
SSX	EA Sports BIG	●●●●●	38
SSX Tricky	EA Sports BIG	●●●●●	52
Star Trek Voyager: Elite Force	Majesco	●●◐	53
Star Wars: Episode I—Super Bombad Racing	LucasArts	●●	45
Star Wars Racer Revenge	LucasArts	●●●●◐	55
Star Wars: Starfighter	LucasArts	●●●●◐	43
② State of Emergency	Rockstar	●●●	55

All right, so you like State of Emergency and you've read over pg. 114. Now you're hunting for more? Why, because the game isn't all you thought it would be? Or you're looking for Salvatore Leone to pop out and save the day? He won't. You're in this mess alone.

Flamer

The flamethrower is an awesome weapon, but it doesn't work quickly. It takes time to burn people to death. So use it for crowd control when a large group is clustered together. If you're not close, this weapon won't have the punch you're looking for. The grenade Launcher is great to thin out crowds, but its main use is for lobbing grenades into buildings to destroy them from the inside out.

sari_s48186@yahoo.com

Game	Publisher	Score	Issue
Street Fighter EX 3	Capcom	●●●◐	39
Stretch Panic	Conspiracy	●●●◐	47
Summoner	THQ	●●●	39
Sunny Garcia Surfing	Ubi Soft	●●●◐	51
Super Bust-A-Move	Acclaim	●●●	41
Supercar Street Challenge	Activision	●●◐	52
Surfing H30	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tarzan Untamed	Ubi Soft	●●●◐	52
Tekken Tag Tournament	Namco	●●●●◐	39
Test Drive Off-Road: Wide Open	Infogrames	●●●	48
Theme Park Roller Coaster	EA Games	●●●●	41
Thunderstrike: Operation Phoenix	Eidos	●◐	52
Tiger Woods PGA Tour 2001	EA Sports	●●●	44
Tiger Woods PGA Tour 2002	EA Sports	●●●●	55
Time Crisis 2	Namco	●●●●	49
TimeSplitters	Eidos	●●●●●	39
Tokyo Xtreme Racer Zero	Crave	●●◐	45
Tony Hawk's Pro Skater 3	Activision	●●●●●	51
Top Gear Dare Devil	Kemco	●●●◐	41
Top Gun: Combat Zones	Titus	●●●	50
Triple Play 2002	EA Sports	●●	55
Triple Play Baseball	EA Sports	●●	45
Tsuganai: Atonement	Atlus	●●●	53
Twisted Metal: Black	SCEA	●●●●●	47
Unison	Tecmo	●●●◐	44
Unreal Tournament	Infogrames	●●◐	40
Vampire Night	Empire	●●◐	52
Victorious Boxers	Empire	●●●◐	51
Virtua Fighter 4	Sega	●●●●●	55
War Jetz	3DO	●●◐	48
Warriors of Might & Magic	3DO	●●◐	44
Wave Rally	Eidos	●◐	53
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43
Wizardry: Tale of the Forsaken Land	Atlus	●●●	53
World Destruction League: Thunder Tanks	3DO	●●●	42
World of Outlaws: Sprint Cars	Infogrames	●●●●	55
World Tour Soccer 2002	Sony CEA	●●●●	53
WWF SmackDown! Just Bring It	THQ	●●●◐	52
X Squad	EA Games	●●●◐	38
Yanya Caballista: City Skater	Koei	●●●◐	49
Z.O.E: Zone of the Enders	Konami	●●●●◐	44

PS ONE TRICKS AND REVIEW ARCHIVE

Game	Publisher	Score	Issue
007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◐	41
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take 2	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
Alone in the Dark: The New Nightmare	Infogrames	●●●●	47
Alundra	Working Designs	●●●●◐	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◐	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arc the Lad Collection	Working Designs	●●●●	52
Arcade Party Pak	Midway	●●●◐	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◐	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◐	3
Armored Core:			

Game	Publisher	Score	Issue
Master of Arena	Agetec	●●◖	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack	3DO	●●●●	27
Army Men Air Attack 2	3DO	●●●◖	39
Army Men: Green Rogue	3DO	●◖	47
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◖	40
Army Men: World War	3DO	●◖	34
Army Men World War: Final Front	3DO	●◖	45
Army Men World War: Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Atari Anniversary Edition Redux	Infogrames	●●	53
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Batman: Gotham City Racer	Ubi Soft	●◖	46
Battle Hunter	Agetec	●◖	48
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro	●◖	5
Big Air	Accolade	●◖	20
Big Ol' Bass 2	Konami	●●◖	45
Billiards	Agetec	●●◖	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Lacrosse	Acclaim	●●◖	48
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Crave	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec	●●●●	45
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
The Bombing Islands	Kemco	●●◖	47
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro	●●	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Builder's Block	Jaleco	●●●◖	35
Burstrick Wake Boarding!!	Natsume	●◖	45
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 4	Natsume	●●●●	17
Bust-A-Move 99	Acclaim	●●	19

Game	Publisher	Score	Issue
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace 2000	Interplay	◖	41
Caesar's Palace II	Interplay	●●	15
Card Games	Agetec	●◖	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania Chronicles	Konami	●●●◖	50
Castlevania: Symphony of the Night	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Surfer	Mattel	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae 2.0	Codemasters	●●●●●	40
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crossroad Crisis	Magetec	●◖	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution Disney Mix	Konami	●●●●	49
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers 3	Capcom	●●●●	16
Darkstone	Take 2	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim	●●●◖	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	●●◖	47
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
Digimon Rumble Arena	Bandai	●●●◖	55
Digimon World	Bandai	●◖	36
Digimon World 2	Bandai	●●	46

BEST RACING GAME

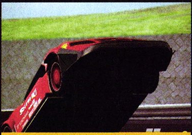
GRAN TURISMO 3

Courtesy of GT3 wunderkind John Damiani, we present you with the best of the best of GT3 tricks. Sure there are ways to cheat using a memory card, but anyone with both brain lobes can figure that out.

There is a way to make an Escudo or GT40 front end lift up. Use the following settings and race your car at the test track. Do it right and the front end of your bumping ride should lift up.

1. Equip the highest NA or Turbo tune-up.
2. Put spring rate to minimum for front and back.
3. Put ride height to minimum for front and back.
4. Put gear's auto setting to widest, and final to 3.000.
5. Put front down force to minimum and back to maximum.
6. Set ASM and TCS to level 0.

Your front tires should begin lifting off the ground at about 225 mph, at which point you will quickly begin gaining tremendous speed. The camera stays behind the car, so you'll get a weird angle during the wheelie...it's best viewed in one of the fancy replay modes.



Ups-a-daisy!

BEST ADVENTURE GAME

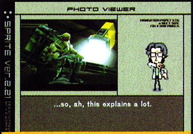
METAL GEAR SOLID 2

So you've beaten Sons of Liberty 16 times. We know four year-olds who beat the game in eight hours. Beating the game is easy. Taking the time to find some bitchin' secrets is where the real fun begins.

Sharpshooting

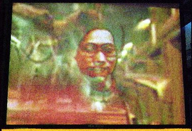
You've got the camera and you can download pictures for Otacon to see. Try snapping these shots for some bizarre reactions.

- The Vulcan Raven doll. Also try shooting it for a surprise.
- Olga lying unconscious.
- Commander Scott Dolph.
- Girlie picture on the wall in the engine room (you know, the one with the guard near the middle of the room looking at it). Then try shooting the picture.
- The Marine wearing a kilt in the first hold.
- The right screen in Hold No. 2. Yes, folks, it's Hideo Kojima! It seems he's been watching the entire time.



...so, ah, this explains a lot.

Tiny Vulcan Raven



Ghost Kojima

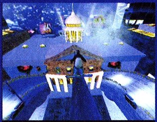
Sharpshooter Deux

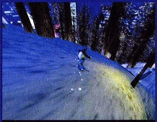
You know when you're sniping down the enemy while Emma's walking from strut to strut? Try these things for a little truth.

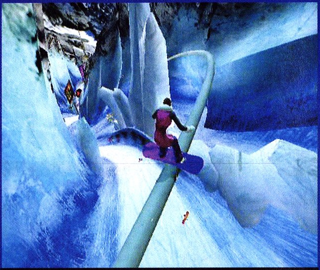
- Use the mic on Emma while she's behind the first oil strut. She'll think you're wearing a wig. What? Then confront her via Codec.
- While she's behind the second strut listen in. Remember Johnny Sazaki from MGS1? He'll make some noise here.
- Eavesdrop on Snake with the mic to see what he really thinks of Emma.
- Shoot Snake with your rifle. Good fun.

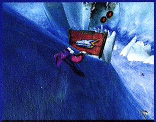
SSX TRICKY: MORE SHORTIES

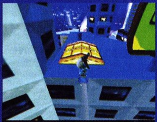
More shortcuts to get the most out of Alaska and Merqury City

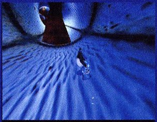

Merqury City #1

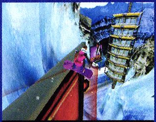

Merqury City #2


Alaska #1


Alaska #1


Merqury City #1


Merqury City #2


Alaska #1

Merqury City

1. Start Gate Shortcut: Start off this shortcut by going straight, but when the main path splits, continue to go straight. After that...

- Aim for the gap between the left and right-hand side fences.
- Go through the red shorcut sign that's between the directional signs.
- Go off the center of the upcoming ledge.
- Drop onto rail and apply boost.
- Continue to boost toward a bell tower until you smash through it.
- Keep pointing yourself straight on the track.
- Get the trick boost icon and do a trick to refill your boost meter.
- Land and go straight.
- See the main paths on either side of you? Good. Go straight.
- Get onto the short rail in front of you by boosting onto it.
- Boost off the end of the rail.
- If you've boosted correctly, you'll jump up to the top of a roof and smash through a skylight, then smash out of the other side of the building.
- No need to jump. You'll travel onto a roof and back onto the main path.

2. Sewer Shorty: This isn't nearly as cool as the one before it, but what the heck. Two-thirds of the way down you'll be in Merq City park. See the checkpoint on left? Good.

- Go to the left-hand side of the track.
- Don't take the right-hand turn! Go straight ahead, off the main path.
- Go between those first two trees.
- See the rock? Ride across it and drop into the frozen river below.
- Follow the frozen river.
- See the brick wall blocking off the sewer? Smash through it.
- Now you're in a tunnel with fans. Don't hit the fan's blades or you'll be reset to the main path!
- Continue along and you'll be dropped out under the unfinished highway overpass.

3. Subway Timesaver: Once you're in the unfinished highway section there's still more to do.

- Past the large bridge, take the bottom section of the track, underneath the overpass.
- Get to the end of the section.
- Don't take the glass ramp. It'll take you to the high road.
- Steer to the left or right of the ramp and continue on.
- The path will appear to end at a concrete wall. Ride to the edge of that wall and turn around. You should find a sealed entrance to the Subway.
- Smash through the entrance.
- Inside, the pipe will go for 10 seconds before opening up.
- Cross two sets of subway tracks.
- Go slow to avoid hitting the subway. • The pipe will continue before dumping you back out onto the straightaway leading to the finish.

Alaska

1. Start Gate Rail Shorty: Need a good jump? This shortcut's right out of the starting gate.

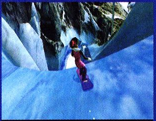
- You'll see two red shortcut signs. Aim to the left side of the main path.
- The sign is up a sharp bank, so make a sharp turn to make it over.
- Don't get knocked down.
- Smash through the shortcut sign.
- Continue down the narrow path between sidewall and ice.
- Check your speed. Stay as close ot the right-hand side as possible.
- Ride up onto the rail on the right-hand side.
- Boost until it ends. At the end will be a speed boost icon.
- Once you've hit the icon, steer toward the dip in front of you.
- Hold down the jump button. When you hit the lip of the dip, release it.
- You'll fly toward a large billboard on the left of the main path.
- If you're lined up correctly out of the dip, you'll land on top of the billboard.
- Rail slide the billboard while holding boost and the jump button.
- Release the jump button at the end and you'll soar onto the main path.

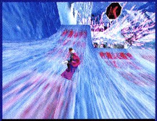
2. Ice Tunnel Time Slasher: See the large Luther and Seeiah billboards in the distance? That's where it begins.

- About 15 seconds down the track you'll see billboards located in a series of "S" turns. The Seeiah billboard is high on the bank of a right-hand turn.
- As you go into the turn, steer high on the ice on the topmost part of the banked turn.
- Keep yourself on a line, since the ice is so slippery.
- As the turn straightens, you'll be up on the ice ledge.
- Make sure you don't fall back into the main path.
- Stay on the ice path and max out speed using boost.
- Hold down the jump button. Release it at the edge of the ice path to jump over the main path.
- You'll land on the other side at the entrance to an ice tunnel.
- The tunnel lasts six seconds or so, then you'll be dropped onto the main path.

3. Glacier River Shortcut: Once you're about a third of the way into Alaska, you can search out this timesaver.

- The main path crosses into a glacier river. Before the first gap you'll come up to side-by-side jumps.
- Make sure you're aimed at the center of the left-side jump.
- Hold the jump button and release it at the very edge of the left jump.
- You'll land on the upper path, which is narrow. So slow down to stay on it.
- The path will take a sharp left. Follow it.
- After the turn is another gap. Make sure you clear it.
- Continue along the path after the gap, and hold down the jump button for the final gap.
- Release jump at the very edge.
- Clear the final gap.
- Land behind a series of billboards and you'll be dropped onto the main path at the beginning of the power ledges.


Alaska #2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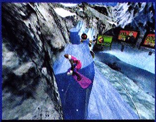
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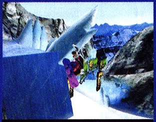
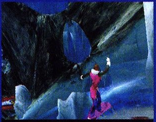

Alaska #3


Alaska #2

The SSX Tricky Super-Duper Super-Uber Trick List

You've heard whispers of the Super-Uber tricks, right? Well, here's how to do them. Special thanks to Tricky stud Jay H. (sushibastard@yahoo.com) for these tips.

Name: Eddie
Board: Freestyle
Execution: Hold R1+R2 then press Square.
Trick Name: Worm

Name: Elise
Board: BX (Boardercross)
Execution: Hold L1+L2 then press Square.
Trick Name: La La La Lockstep Air

Name: Marisol
Board: Alpine
Execution: Hold R1+R2 then press Square.
Trick Name: Aerial Spock 540

Name: Seeiah
Board: Freestyle
Execution: Hold R1+R2 then press Square.
Trick Name: Soul Grind

Name: Luther
Board: BX (Boardercross)
Execution: Hold R1+R2 then press Square.
Trick Name: Bronco Buster

Name: JP
Board: Freestyle
Execution: Hold R1+R2 then press Square.
Trick Name: Headspin2Poseur

Name: Zoe
Board: BX (Boardercross)
Execution: Hold L1+L2 then press Square.
Trick Name: Pommel Me

Name: Moby
Board: BX (Boardercross)
Execution: Hold R1+R2 then press Square.
Trick Name: SuperMan BarSpin

Name: Mac
Board: Freestyle
Execution: Hold R1+R2 then press Square.
Trick Name: Walking The Dog

Name: Kaori
Board: Freestyle
Execution: Hold R1+R2 then press Square.
Trick Name: Pirouette Grind

Name: Psymon
Board: BX (Boardercross)
Execution: Hold R1+R2 then press Square.
Trick Name: Guillotine

Name: Brodi
Board: Alpine
Execution: Hold L1+L2 then press Square.
Trick Name: Hang 10 Backflip

Game	Publisher	Score	Issue
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dracula: The Resurrection	DreamCatcher	●●◖	48
Dragon Ball GT	Bandai	●●	4
Dragon Tales: Dragon Seek	NewKidCo	●◖	45
Dragon Valor	Namco	●●●	38
Dragon Warrior VII	Enix	●●●●◖	51
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
① Driver 2	Infogrames	●●●●	40

Man, the GTA3 influence is making desperate PS one gamers claw for the next best thing. While plugging away at the deuce try out these tricks.

Hey, man, you Cuban?

Looking for the secret car in Havana? No problemo, senor. Drive to the tunnel on the city's west side. Before you go into the tunnel, take the exit to the left and follow the curved road until you, literally, hit a wall. At the one-third point of the street, turn right and you'll find a switch on your right near some trees. Get out of the car and hit the switch. A secret area will open up. Get back into your ride and drive back down the road you were just on. The gate will be open, so break on through to the other side. Drive to the end, take a right, and take a left. When you get all the way down, turn left and then right and then left again. Follow the tunnel to the end to find the secret car on a platform. You'll find the switch to the right of the platform, right there on the wall.

Rio is better with invincibility

Start facing the highway, then turn 180 degrees and go the other way. Take the third street on your right and pass the big lake. After the lake there'll be an intersection. Turn left and find a building with a garage and a normal door. You'll see a barbed-wire fence. Go to the building that's black with white windows. On the left side of this building find a door. Press Triangle at that door to enable the immunity cheat (there'll be no cops). To activate the cheat, choose Gameplay and then Secrets in the options menu.

Game	Publisher	Score	Issue
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS GameNight	Konami	●●●	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	◖	54
Eternal Eyes	Crave	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17

REPLAY FORUM

Cont. from pg. 107

INVISIBLE?

Can you get Stealth Camo in MGS2? And if you can, how?

David Castrillo
david703@bellsouth.net

Sure thing, chicken wing. Beat the game and start a new one. Select the Tanker level. Get as many dogtags as possible on Very Easy, Easy and Normal. If you nab 60 or more, you'll get stealth camo when you beat the level.

GTA3's MIBOTSU MONSTROSITY

I've been furiously searching for something that may or may not exist—I was hoping you could help. Where in the @#$&* is the Mibotsu Monstrosity? I figured since they put so many endorsements on the radio about it (the commercial, that lady on Chatterbox, etc.) that there *has* to be one. Is there indeed a Monstrosity out there for me or am I wasting my time? It seems I've searched everywhere in Liberty City.

Kyle Wagner
kylecwagner@yahoo.com

We've searched the same way. High, low, otherwise. We were hoping it would be dropped from the sky when we found all 100 hidden packages. But no, no and no. We feel your pain. Maybe in the sequel.

TRICKY'S SKELETON KEY

This will unlock everything in SSX

Cont. on pg. 113

Game	Publisher	Score	Issue
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Chronicles	Sony CEA	●●●●	47
Final Fantasy IX	Square EA	●●●●●	39
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◖	44
Formula 1 '98	Psygnosis	●●●●	15
Formula One '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro	●●	28
Gold and Glory: The Road to El Dorado	Sony CEA	●●	42
Gran Turismo	Sony CEA	●●●●●	9
③ Gran Turismo 2	Sony CEA	●●●●●	29

If you haven't found the drag strip at Leguna Seca, you haven't lived. Follow these steps and you'll be dragging the day away. Literally.

Stripped down

To reach the hidden drag strip at Leguna Seca Raceway, you must exit the track. To do so, enter any race in Arcade mode at Leguna Seca Raceway, in any car, preferably with all-wheel drive, such as the Mitsubishi Lancer or Suzuki Escudo Pikes Peak Version. At the starting line, drive forward until the line is about two or three car lengths behind you. Then, do a 180-degree turn, so that you are facing the exact opposite direction. Drive forward in the new direction. Then, up against the wall on the left-hand side, you will see a gate that juts out from the wall. The gate is at an odd angle, about a 75- or 80-degree corner. Drive directly into the corner where the wall and the gate meet, and keep it floored. Turn the wheels back and forth, left to right. Keep doing so until the car begins to go through the wall/gate, and then continue doing so until the car is completely behind the wall. Note: Do not drive back to the track. If you do so, you will have to repeat the trick. Turn to the left once you are through the wall and trace a path along the outer perimeter of the track. Pause gameplay, and remember the exact spot above the letter "U" in "Continue" on the pause menu. If you draw a small dot on the TV screen with a crayon, it will clearly mark the location of the drag strip. Drive toward that dot. Keep driving until you get close to the dot, and then slow down. To find the drag strip, slowly turn the car left and right until you see something resembling the walls and outer perimeter of the drag strip. Slowly drive toward the walls. If you continue to drive around the outer perimeter of the drag strip, you will find a way inside, letting you drive on it.

Kyle C.
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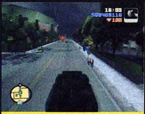
BEST ACTION GAME

GRAND THEFT AUTO III

Because those aviation wiseguys, Orville and Wilbur Wright, figured out a way to fly, so have we. In GTA3.

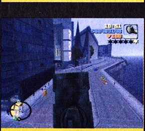
Fly Guys

To fly the Dodo, find an open stretch of road (or the runway) and hold X and Down. When you see sparks from your nose, let go of all buttons. The Dodo will fly. The important thing is to let the plane level by pressing Down so you can't see the red nose of the plane.


Flying Tank #1

The real key is to *never ever* use the Up button except to land. When your plane starts to dive, don't do anything. It'll catch air again. Just have faith.

Basically, flying the Dodo is a balancing act of levelling it out until it's going straight. But it can be done.


Flying Tank #2

After you've got that down, you'll want to turn. Tap, and we mean tap in the direction you want to go. You'll have to use a lot of tiny taps to get a real turn, so plan ahead.

To fly the Tank, find an open road, use the Flying Cars code (Press Right, R2, Circle, R1, L2, Down, L1, R1 during gameplay. A message will confirm correct code entry. Accelerate and press Up to fly). Turn the turret around backward and fire as fast as you can while holding Down. When you have enough speed, stop holding Down and the tank will start to soar. Then level it by pressing Up and Down. You fly the same way as the Dodo.

BEST FIGHTING GAME

DYNASTY WARRIORS 3

You want a bunch more characters don't you? Well in that case, you got 'em! Just enter these codes and listen for the cheer to confirm that you have cheated to the best of your ability.

Unlock All Generals

Highlight the "Free Mode" icon at the main menu. Then, press R2 three times, L1, Triangle, L2 three times, R1, then Square.

Unlock All Shu Generals

Highlight "Free Mode" at the main menu. Then, press L1, Square, Triangle, R2, L1, L2, L2, R1, Square, then L1.

Unlock All Wei Generals

Highlight "Free Mode" at the main menu. Then, press L2, L1, Square, Triangle, L1, L2, R1, R2, L1, then L2.

Unlock All Wu Generals

Highlight "Free Mode" at the main menu. Then, press Triangle twice, L1, Square, R1, R2, L1, then L2 three times.

1P CHARACTER SELECT
FREE MODE
2P PUSH START
All characters

Meng Huo

We'd put money on Virtua Fighter 4 winning this award next year.

Game	Publisher	Score	Issue
Grand Theft Auto	Take 2	●●◖	10
② Grand Theft Auto 2	Rockstar	●●●	27

We saw this coming. Boy, did we. Problem is that the difference between GTA2 and GTA3 is the difference between the leaning tower of Pesa and those little plastic do-dads you get for 40¢ off of eBay. But, since you bought it, we'll help you cheat.

Name game

Enter these names to get the following items. You're a superstar gangster now!

10,000,000 Points: BIGSCORE
All Weapons: NAVARONE
Drive A Bus: FARE
Easy Money: MUCHCASH
Level Select: ITSALLUP
Most Wanted: DESIRES
Multiplier x5: HIGHFIVE
No Police: LOSEFEDS
Show Coordinates: WUGGLES
Turbo Mode: IGNITION
Unlimited Energy: LIVELONG

Game	Publisher	Score	Issue
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
Gunfighter: The Legend of Jesse James	Ubi Soft	●●◖	52
HardBall '99	Accolade	●◖	15
Harry Potter and the Sorcerer's Stone	EA Games	●●●	53
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hooters Road Trip	Ubi Soft	◖	55
Hoshigami: Ruining Blue Earth	Atlus	●●◖	53
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
IHRA Drag Racing	Bethesda	◖	53
In Cold Blood	DreamCatcher	●●	49
Incredible Crisis	Titus	●●●◖	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	●●●◖	50
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int'l. Superstar Soccer '98	Konami	●●●●◖	11
Int'l. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro	●●●●	17
Jeopardy! 2	Hasbro	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
KISS Pinball	Take 2	●◖	46
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings 2000	EA Sports	●●●●	27
Knockout Kings 2001	EA Sports	●●●●	39
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing Adventure	TDK Mediactive	●●●	46
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◖	46
Lego Rock Raiders	Lego Media	●	37
The Lion King: Simba's Mighty Adventure	Activision	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
Looney Tunes: Sheep Raider	Infogrames	●●◖	51
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Madden NFL 2002	EA Sports	●●●●◖	49
Martian Gothic: Unification	Take 2	●●●◖	52
Marvel Super Heroes	Capcom	●●	2
Marvel Super Heroes vs. Street Fighter	Capcom	●●●◖	18
Marvel vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mary-Kate and Ashley: Winners Circle	Acclaim	●●◖	45
Mass Destruction	ASC	●●◖	3
Mat Hoffman's Pro BMX	Activision	●●●●	45
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Mega Man X6	Capcom	●●●	53
Men In Black– The Series: Crashdown	Infogrames	●●●	54
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Missile Command	Hasbro	●●●	28
Mission: Impossible	Infogrames	●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33

Game	Publisher	Score	Issue
MLB 2002	Sony CEA	●●	46
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Monsters, Inc.	Sony CEA	●●●◖	51
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
4 Motocross Mania	Take 2	●	48

Hahahaha! You bought Motocross Mania? Well, then give us a trick because, surprisingly (can you feel the sarcasm?), no one cares enough to find tricks. Come on. You've bought it. Confess to your weakness for bad $10 games. And send us some type of tip, like how to pour molasses on the game so it's unplayable forever.

Game	Publisher	Score	Issue
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
MTV Sports: Snowboarding	THQ	●●●◖	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
The Mummy	Konami	●●●	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N.GEN Racing	Infogrames	●●◖	35
N20	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NASCAR Thunder 2002	EA Sports	●●	52
NBA Fastbreak '98	Midway	●●◖	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA Live 2002	EA Sports	●●●◖	53
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA ShootOut 2002	Sony CEA	●●●◖	50
NBA Showtime: NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18

REPLAY FORUM

Cont. from pg. 111

Tricky. While holding L1 and R1 press X, Triangle, Right, Circle, Square, Down, Triangle, Square, Left, Circle, X, Up. Let go of L1 and R1 and there will be a sound.

Ryan Becerra

POOL SHARK
In THPS3 (for PS2), on the Cruise Ship level, you can empty the pool! Just grind the little white pipe near the big red thingy.

Tait Watson
Sniper1057@aol.com

BUST-A-CHEAT
Try doing a soft reset (L1, L2, R1, R2, Start, Select) on PS one's Bust a Groove 2 during a stage. You'll automatically be taken to the next stage. Great if you want to skip a song you don't like (cough) "Kelly's Song" (cough).

Emily Toth
goddess_emiloo@sailormoon.com

You don't like "Kelly's Song"?! Chris Baker goes to sleep listening to it every night. The whole staff is hooked! Or not.

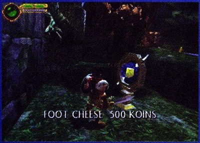
CRAMP VAMP
When you're battling Vamp in MGS2, try throwing a grenade into the pool

Cont. on pg. 116

Who bought Maximo? Who saved tons of cash and just rented it instead? We want to know! Did Capcom's early release "exclusive" at Blockbuster make more of you play it? Or less? Email us at opm@ziffdavis.com

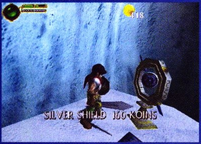
MAXIMO: GHOSTS TO GLORY

The Wheel-O-Prizes. That sometimes-gratifying, sometimes-infuriating little "shop" where you trade your hard-earned Koins for items ranging from vital to utterly useless. You'll periodically find familiar goodies here—red potions, green potions, armor—but more often than not it will be something you've never seen before and have no idea what it does. Well, friend, welcome to the answer to your prayers.



Foot Cheese

You've seen it on the first level, you've wondered at its perplexing name and its astonishingly expensive price (a whopping 500 Koins). Is it useful? Yes: This item, once spread across the bottom of Maximo's feet (we know, gross, huh?), allows you to walk unharmed through the terrain that is usually populated by those incredibly annoying, groping, pain-inflicting arms. As far as we can tell, it lasts as long as you stay alive. That is, if you lose a life, you lose your expensive podiatric enhancement. So yeah, it's useful—but is it as useful as it ought to be for 500 Koins? Not on your toe jam.

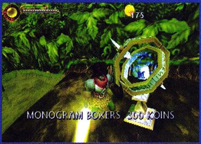


Great Sword

Looking to extend the length and staying power of your sword, lads? This power-up brings the most shy targets within reach. Guaranteed to make zombies look at you in a whole new light.

Silver and Gold Shields

These are pretty simple: They power up your current shield, allowing it to take more hits before it's lost. (Yep, not only can you lose your armor, you can lose your shield, too. We're surprised they didn't think of a way to have you lose your sword, just to be annoying.) The Silver Shield has 15 hit points, the Gold Shield has 20, which offers the greatest protection.



Boxers

They're dashing. They're expensive. They're... completely useless. These fancy pants, designed to serve as a more stylish replacement to your tired, old, heart-print boxers, come in several patterns, from a restrained "M" monogram to an exuberant "POW!" print. And once again, in case you missed it, *they serve no purpose*. Well, other than to prove to your friends how hardcore you are. But are you willing to be judged according to your boxer selection? We fear that too many of you will.

Question Mark

It's possible you'll get the Foot Cheese at a bargain price here, but you're better off avoiding these gambles, unless you're willing to accept complete junk. Like the boxers.

Sorceress Kisses

These don't technically come from the Wheel-O-Prizes, but we figured you'd want to know what they do anyway, since the manual only reveals that they'll earn a "special reward." Here it is: Collect all four kisses and you'll be able to access an art gallery once you finish the game. Yes, that's all they do. Whee.

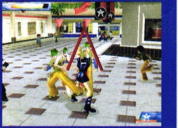
STATE OF EMERGENCY: TAKING IT TO THE MAN

Frustrated by SOE's toughest missions? These tips should ease your stress headache

State of Emergency is probably driving you crazy in Revolution mode, but at least you can let off steam with the Chaos levels. There aren't any bona-fide ways to get around some of the game's more annoying problems, but some of this stuff will help you get through without hurling your PS2 out of the nearest window.

Escort Missions

We guarantee that the escort missions in Revolution mode will have you tearing your hair out, but there are a few things you can do to make life easier for yourself.



1. The clear out

Clear away as many guards as you can on the way to picking up your new pal. Although the bad guys respawn, kicking the snot out of guys on the way toward your charge will give you enough time to go in, pick him up, and get away before they reappear.

18000
TARGET 100000
CIVILIAN PENALTY
1'13

2. The 100-meter dash

Use your sprint to get ahead and take out any guards you see. Again, this will help your progress because your friend won't have to engage in any combat.

3. Benching 250

Once you're charging back to the intended location, forget about guns and anything elaborate—pick up something blunt. A bat or nightstick is cool, but sometimes it's even better to have a trashcan or bench since they have a large surface area.

4. The ol' clonk and stomp

Clonking someone with a blunt object (using the square button) makes him fall over immediately, and gives you time to walk over and stomp the rest of the health out of him. Something like a bench also gives you something big enough to take out a crowd of guards all at once. Which works wonders.

2000
TARGET 10000
1200 X2
1000
GANG
1'44

You've got your sword, your nightstick, your flamethrower and your AK. And those are just the average household weapons. State of Emergency has even more than that, and that means you'll need to know when to use them and for what purpose. Basically what we're saying is don't let a pistol do a flame throwers job. Got it?

Gunplay

Firing weapons in State of Emergency suffers from a lot of the same problems as those found in GTA3—namely it's frustrating, difficult and made even more difficult by the stupid camera. The easiest way around this problem is to strafe whenever using a weapon rather than just running around with it. By holding down L1 or R1 you can face the approximate direction that you want to fire and then move around with your view pretty much locked. It's certainly not perfect, but it makes taking out those mad bombers much easier. When using guns, remember these relative merits for each...

Pistol
Low power, good against individuals, but makes fighting a group difficult. Use the strafe move to take out the mad bombers.

Uzi
Rapid fire, good close-range gun but only delivers limited damage. Keep firing for longer than you'd think you should have to.

AK-47
Longer range than Uzi, good for taking on groups of bad guys. Pretty good all-purpose weapon which carries plenty of ammo.

Shotgun
Short-range weapon, good for taking out big groups of bad guys who are running toward you.

M-16
Good to hang on to once you've got your hands on it. Good long-distance weapon, also cool for strafing down big crowds.

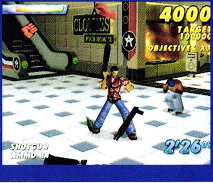
Mini-gun
Hugely powerful, but the ammo always runs out sooner than you expect.

Grenade Launcher
Difficult to master, but especially useful for taking out vehicles close to big groups of bad guys. Also good for taking out buildings.

Rocket Launcher
Be careful where you aim—the rockets explode on impact...so don't shoot things too close.

Flamethrower
Very groovy close-range weapon but as with the minigun, it runs out quicker than you'd expect.

14900
TARGET 100000
1000
500
Homeworld
FURNITURE FASHIONS
CIVILIAN PENALTY
AMMO 11
56



SOE READER'S FORUM EXTRA

KILL THE CROWDS
When playing Last Clone Standing, go for the crowded areas with the most powerful weapons you can find to start. Petrol bombs, grenade launchers, and miniguns are good. Don't be afraid to let a few enemies go early on. Go for the maximum kills with the weapon you have at that time.

When playing in Chaos Mode, you will notice that the health values you get from enemies vary depending on how they are killed. If you club enemies to death or kill them in hand-to-hand combat, you get six percent. If you shoot them you only get three percent.
Sari Spencer
sari_s48186@Yahoo.com

DROP THAT WEAPON, BEFORE THEY MAKE YOU
When you carry a weapon around, officers detect you and will go after you. A smart thing to do on a mission is to take the weapon, drop it off somewhere, walk around the guards, and use the weapon when it's needed.

Another trick: Once you're in a mission and you want to skip it, press Left four times and then press Triangle.
Roberto Garcia
songokou@optonline.net

CODES FOR THE MASSES
Punch in these codes while a mission is going on.

Infinite Ammo:
L1, L2, R1, R2, Triangle

Big Player
R1, R2, L1, L2, Triangle

Little Player
R1, R2, L1, L2, X

Switch to normal player after being small
R1, R2, L1, L2, Circle

While in Chaos mode, enter this to get the character:

Spanky: Right, Right, Right, Right, Triangle

Freak: Right, Right, Right, Right, Circle

Bull: Right, Right, Right, Right, X

Infinite Time in Kaos Mode
L1, L2, R1, R2, Circle

Punches Decapitate
L1, L2, R1, R2, X

Invulnerability
L1, L2, R1, R2, Square
Matt Vollet
mattv101@msn.com

There's some difference of opinion on the quality of State of Emergency. It didn't stop 600,000 of you buying it in the first few weeks though!

Game	Publisher	Score	Issue
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Studios	●●◖	37
NFL GameDay 2002	Sony CEA	●●	49
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
NHL 98	EA Sports	●●●●	2
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nick Toons Racing	Infogrames	●●●	48
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
Omega Boost	Sony CEA	●●●●	25
One	ASC	●●●●	4
One Piece Mansion	Capcom	●◖	50
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
Panzer Front	Agetec	●●●◖	51
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◖	41
PGA Tour 98	EA Sports	●●●	3
Pipe Dreams 3D	Empire Int.	●●	52
Pitfall 3D	Activision	●●	9
Play With The Teletubbies	Knowledge Adv.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Point Blank 3	Namco	●●●◖	44
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◖	41
The Powerpuff Girls: Chemical X-Traction	Bam!	●◖	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire	●●●◖	37
Pro Pinball: Fantastic Journey	Empire	●●●◖	37

Game	Publisher	Score	Issue
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Putter Golf	Agetec	◖	53
Puzzle Star Sweep	Agetec	●●◖	43
Q*bert	Hasbro	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Racing	Agetec	◖	43
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
RayCrisis	Working Designs	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Rayman Brain Games	Ubi Soft	●●●	50
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel	●●●	41
⑥ Rocket Power Team Rocket Rescue	THQ	●◖	51

If you're over the age of 15 and you're enjoying this game, please call us directly at 1-800-I-AM-DUMB. Otherwise, we welcome you to use these cheats.

Level select
Complete the game in Story mode. All levels will be unlocked, allowing the icons to unlock the bonus characters to be found.

Tommy Pickles gets his rescue on
Go to the stadium level as any character and go to the loop-de-loop. Ride in it to see his icon and use the lightning bolt to go through to unlock Tommy Pickles from Rugrats.

Angelica Pickles drops from the sky
Complete the game in Story mode. Play the game in Story mode again and go to the very last level in stage 4. Go to the building were you can ride up the blue walls. Grind down the pole at the top to get Angelica.

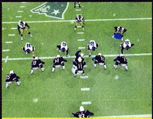
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the Three Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◖	35
Rugrats: Totally Angelica	THQ	●●●◖	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	Hot-B	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, the Teenage Witch: A Twitch in Time!	Knowledge Adv.	◖	45
SaGa Frontier	Sony CEA	●●●◖	8

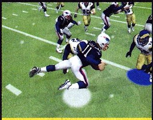
BEST SPORTS GAME
MADDEN 2002

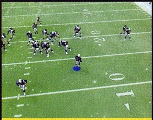
For those succeeding at Madden, you probably know plenty of tricks to score 49 points and pound the opposing QB into the turf. But for the also-rans, Madden's realism leaves little hope of winning 11 games in a season. Here's a defense that'll do you some good, and an offense to use against it if your best friend picks up on your newfangled scheme.

Money, money, money play
The 4-3 Whip Man is as money as it gets on defense. The ROLB and MLB will Blitz on the play. Before the ball is snapped press R2 and L1 to move your linebackers left and your defensive line right. Take control of one of the safeties. More times than not, the ROLB will rush in and decapitate the quarterback, which is clean fun.

The answer to the money D
If you're playing human-to-human, there's a real effective way to stop the money defense. Try a HB Toss Strong and you'll get to the outside and curb the blitz. Otherwise, try a pitch play or going from the shotgun. If you get any time at all, you should be able to hit the tight end.


Whip Man


QB's for lunch


The answer: HB Toss Strong

BEST EXTREME SPORTS GAME
TONY HAWK'S PRO SKATER 3

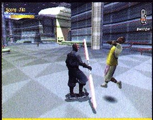
With a game like THPS3 there are plenty of tasks and codes. Easy stuff. So we couldn't come up with one trick we liked more than the others. But chances are you haven't seen all of the cool particulars that happen when you're skating with certain characters. Try these if you think you've done everything.

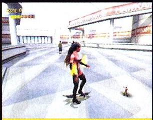
Force Choke
After unlocking Darth Maul go to a spot where pedestrians shout at you as you skate by (L.A. or the Airport). Skate near them and after they shout at you, stop and face them. They will float up in the air and choke until you look away. This won't work for pedestrians that hit you when you're near them.

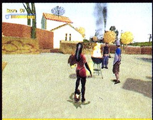
I'm shrinking!
Once you have the Demoness go up to people in the game. If you get in their face without having them jump out of the way the person will shrink.

Suburban Dreams
In Suburbia, grab the axe as the Demoness and go to the mansion. After the scream you'll hear "Welcome home." Plus, the thin man will show off his affection.

Also in Suburbia, jump the fence across from where you start. See the guy's grilling? Go by the grill with the Demoness and it'll cause a super-huge flame.


Mauling with Maul


Honey, I shrunk this kid


I'll take mine well done

FINAL FANTASY X: Gotta Catch 'em All!

Here's a fun diversion. The monster trainer in the southeast corner of the Calm Lands sells weapons with the "Capture" ability. Finishing off a creature with one of these weapons catches it. When you capture one of each monster in an area, the trainer gives you a prize. He'll let you challenge a crossbred beastie of his own, too. If you capture 10 of every monster of a particular species, such as lizards, insects or puddings, you'll reveal a special monster battle. Use this list to help you out.

Besaid
☐ Dingo
☐ Condor
☐ Water Flan

Kilika
☐ Dinonix
☐ Killer Bee
☐ Yellow Element
☐ Ragora

Mi'ihen Highroad
☐ Mi'ihen Fang
☐ Ipiria
☐ Floating Eye
☐ White Element
☐ Raldo
☐ Vouivre
☐ Bomb
☐ Dual Horn

Mushroom Rock Road
☐ Raptor
☐ Gandarewa
☐ Thunder Flan
☐ Red Element
☐ Lamashta
☐ Funguar
☐ Garuda

Djose Road
☐ Garm
☐ Simurgh
☐ Bite Bug
☐ Snow Flan
☐ Bunyip
☐ Basilisk
☐ Ochu

Thunder Plains
☐ Melusine
☐ Aerouge
☐ Buer
☐ Gold Element
☐ Kusariggu
☐ Larva
☐ Iron Giant
☐ Qactuar

Macalania Forest
☐ Snow Wolf
☐ Iguion
☐ Wasp
☐ Evil Eye
☐ Ice Flan
☐ Blue Element
☐ Murussu
☐ Mafuto
☐ Xiphos
☐ Chimera

Bikanel Desert
☐ Sand Wolf
☐ Alcyone
☐ Mushussu
☐ Zu
☐ Sand Worm
☐ Cactuar

Calm Lands
☐ Skoll
☐ Nebrios
☐ Flame Flan
☐ Shred
☐ Anacondaur
☐ Ogre
☐ Coeurl
☐ Chimera Brain
☐ Malboro

Sunken Cave
☐ Yowie
☐ Imp
☐ Dark Element
☐ Nidhogg
☐ Thorn
☐ Valaha
☐ Epaaj
☐ Ghost
☐ Tonberry

Attack an enemy with equipped weapon.
OVERDRIVE
Attack
Skill
Special

Gagazet Mountain
☐ Bandersnatch
☐ Ahriman
☐ Dark Flan
☐ Grenade
☐ Grat
☐ Grendel
☐ Bashura
☐ Mandragora
☐ Behemoth
☐ Splasher
☐ Achelous
☐ Maelspike

Pharaoh's Curse

Inside Sin
☐ Exoray
☐ Wraith
☐ Gemini A
☐ Gemini B
☐ Demonolith
☐ Great Malboro
☐ Barbatos
☐ Adamantoise
☐ Behemoth King

Omega Ruins
☐ Zaurus
☐ Floating Death
☐ Black Element
☐ Halma
☐ Puroboros
☐ Spirit
☐ Machea
☐ Master Coeurl
☐ Master Tonberry
☐ Varuna

REPLAY FORUM

Cont. from pg. 113

when Vamp's underwater. The explosion can hurt him. If you don't have any grenades, use a machine gun and try to hit him directly (it's harder but it works).

Luis-Alberto Vargas
pkdor_85@hotmail.com

HOOPIN' IT UP WITH G-DEF
This code gives you the badboy artists as an NBA team. Enter G-def at the Create-a-Player screen as the first and last name, then you will get them.

Sari Spencer
sari_s48186@yahoo.com

SAVING MACHOWSKI
During the Marked Man mission in GTA3, I found a good way to get Machowski to the airport. Don't bother with the underground tunnels. The fastest way is through the subway.

Kevin Nico
WCS51000@wmston.k12.mi.us

BURNT-OUT ON BURNOUT?
Want some truly amazing crashes in Burnout? Try breaking through barriers. On Hillside Pass, Country Chaos or Cliffhanger, you can go through/over barriers using this technique.

Cont. on pg. 119

Register on www.gamers.com and visit the message board to feel a part of OPM! Be the first to email opm@ziffdavis.com with the subject line "Sam Kennedy has girl hands" and get your OPM message board ID bumped to VIP status for one month.

Game	Publisher	Score	Issue
SaGa Frontier 2	Square EA	●●●◖	29
Saiyuki: Journey West	Koei	●●●◖	47
Saltwater Sportfishing	Agetec	●●◖	52
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◖	36
Scooby-Doo and the Cyber Chase	THQ	●●	52
Scrabble	Hasbro	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Sesame Street Sports	NewKidCo	●●●◖	54
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec	●●●◖	48
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
The Simpsons Wrestling	Taito	●●	45
Skullmonkeys	Electronic Arts	●●●●●	6
Skydiving Extreme	Banpresto	●◖	49
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◖	37
Snowboarding	Agetec	●●	43
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park: Chef's Luv Shack	Acclaim	●	28
South Park Rally	Acclaim	●◖	29
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
8 Spec Ops: Covert Assault	Take 2	●	52

We're missing something, aren't we? Popular games like Spec Ops: Covert Ass-ault deserve no codes and the people who buy it deserve two lashings. Please cooperate.

Live long and suffer
This code will get you invincibility in the pause menu, where you can toggle it on or off. Plus, you can then select any mission you choose, you poor sap. Enter "BANGBANG" as a ranger name. Enjoy.

Game	Publisher	Score	Issue
Spec Ops: Ranger Elite	Take 2	●	46
Spec Ops: Stealth Patrol	Take 2	●	34
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40
Spider-Man	Activision	●●●●●	37
Spider-Man 2 Enter: Electro	Activision	●●●◖	50
Spin Jam	Take 2	●◖	38
7 SpongeBob SquarePants	THQ	●●	51

No codes for this overbought piece of sponge crap. Supercrap Spongedung. Superpoop Doodypants. Make up your own moniker, we just need some codes. Send some over. We'll thank you. We'll double-triple thank you. Then we'll put your name in our magazine and make fun of you for liking this game.

Game	Publisher	Score	Issue
Sports Car GT	Electronic Arts	●●◖	21
5 Spyro: Year of the Dragon	Sony CEA	●●●●●	39

This game is still blowing off the charts, which means you'll want to know how to cheat through it so you can get to that PS2 your mom has hidden under your bed. Go to the pause menu and cheat away.

99 Lives on the wall, take one down, pass it around . . .
R2, L2, R2, L2, Up, Up, Up, Up, Circle

Big ol' head
Up, R1, Up, R1, Up, R1, Circle, Circle, Circle, Circle.

Extra hit points
Pause the game and press Circle, R1, Circle, L1, Circle, R2, Circle, L2, Circle. If you entered the code correctly, a sound will be made.

Squish skateboard
Pause the game and press Up, Up, Left, Left, Right, Right, Down, Down, Circle, Square. If you entered the code correctly, you will hear a sound. Repeat the code to disable its effects.

Game	Publisher	Score	Issue
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I— Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I— The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◖	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◖	44
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
Syphon Filter 3	Sony CEA	●●●◖	52
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◖	49
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9

Tekken 4 is ready to sweep the nation, but it let Virtua Fighter 4 get a head start. Arrogance? Maybe. But we reckon they're tuning it so it's airtight. And once Soul Cali 2 hits the stage, we're going to lose our minds. Which fighter to play? No need to answer just yet, since Tekken 3 is such a hot iten.

Anna goes Oreo
Go get Anna's zebra costume; use her in any mode 25 times in a row. Then select her by pressing Start. She wears a 1920-ish zebra-skin outfit. It'll make you wish you were rolling around in the campagna with her.

Tekken Ball-istic
Defeat the Arcade mode eight times. Tekken Ball will be available after that.

Enable Tekken Ball mode
Defeat the Arcade mode eight times. Tekken Ball should be available to play from the title screen after you complete this event.

Play as Panda
To play as Panda, simply put the cursor on Kuma and press Circle. Panda will appear as soon as the fight starts.

Unlock Gon Easily
Get onto the high score board for survival, and when you enter your name, put your name as GON.

Unlock Ogre
Beat the game with eight different characters.

Game	Publisher	Score	Issue
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis	Agetec	●●	53
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27

Game	Publisher	Score	Issue
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◖	41
Tigger's Honey Hunt	NewKidCo	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	●◖	50
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tom & Jerry in House Trap	Eidos	●●●	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◖	45
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: Chronicles	Eidos	●●◖	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tonka Space Station	Hasbro	●●◖	41
Tony Hawk's Pro Skater	Activision	●●●●◖	26
9 Tony Hawk's Pro Skater 2	Activision	●●●●●	38

This game puts you right into the heart of skate heaven. Particularly if you beat all of the levels. Here are some tricks that'll get you in the air, and keep you there.

Floating on a cloud that looks like a skateboard.
At the Main Menu hold L1 and press Up, Up, Up, X, Square, Up, Up, Up, Up, X, Square, Up, Up, Up, Up. The wheel that the options are set on will turn. Now begin a game in any mode. (This is a good way to get those hard-to-reach-cash icons and near-impossible high scores in Career mode.) Whenever you are skating. Ollie by pressing X, and then press X once more while you are in mid-air. This will cause your skater to rise into the air. If you hold Triangle you will hover. Use the DIGITAL PAD to move your skater in the directions. You can do tricks in the air while you are floating as well. When you land, the game will add up your points.

Flying over you
At the menu screen, hold L1 and press Up, Up, Up, Up, X, Square, Up, Up, Up, Up, X, Square, Up, Up, Up, Up. If done correctly, the wheel should turn around once. Then, go into any mode and ollie, then hold X to go higher.

I want the board that he has!
Want Tony Hawk to have Burnquist's board or vice versa? It's doable, and for the low cost of zero dollars. Bring up an unbound board for the skater you're playing with. Press Up and X or Down and X together to get board designs for the skater next on the list, or previous on the list. The game will ask if you want to spend money to buy the board. Choose yes and, mysteriously, no money will be deducted, but the board is available. Bring up the skater whose board you are trying to get, and bring up the board you want.

Game	Publisher	Score	Issue
Toonenstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam!	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'n Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Triple Play Baseball	EA Sports	●●◖	44
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Twisted Metal: Small Brawl	Sony CEA	●●◖	52
Tyco RC: Assault With a Battery	Mattel	●●	38
Ultimate 8-Ball	THQ	●●●●	22

BEST ROLE-PLAYING GAME
FINAL FANTASY X

Final Fantasy X's versions of Limit Breaks/Trance States are called Overdrives. You must build up a meter to unleash these deadly attacks, but the resulting damage makes them worth the wait. Here's a guide to learning all the Overdrives for Tidus and Auron.

Tidus: Swordplay
Tidus can learn a total of four Overdrives. He begins the game with only one Swordplay attack, and using it multiple times is the secret to learning more. Set Tidus's Overdrive mode to "Victor" as soon as you learn it, which will cause his Overdrive meter to fill after every four battles.

1. Spiral Cut (one enemy) use 10 times to learn No. 2
2. Slice & Dice (all enemies) use 20 times to learn No. 3
3. Energy Rain (all enemies) use 50 times to learn No. 4
4. Blitz Ace (one enemy)

Auron: Bushido
Auron begins with only one Overdrive, but he can gain three more by finding Jecht's Memory Spheres hidden throughout Spira. You'll need one Memory Sphere to learn No. 2, three spheres for No. 3 and all 10 for No. 4. You'll find these videotape-like devices scattered about after you obtain the airship. Not only will you be gaining Auron's Overdrives, but you'll also be learning about Braska's pilgrimage along the way.

Memory Sphere Locations
1. You'll automatically get this one in the Macalania Woods
2. Gagazet Mountain, on the way to the top
3. Near Besaid Temple
4. In the steering room of the boat from Kilika to Besaid
5. In Luca, near the Auroch's locker room
6. At a dead end on the southern part of the Old Mi'ihen Road (Use a chocobo to avoid battles)
7. Mushroom Rock Road, on a cliff near the save sphere
8. Moonflow, South Shore, near the Shipoof station
9. The southern part of the Thunder Plains, on the right side of the screen
10. Macalania Woods South, near the save sphere

Keep practicing, and eventually you'll be able to input these commands with ease. Even if you fail

Blitz Ace

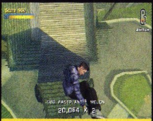
Tornado

BEST MULTIPLAYER GAME
TONY HAWK'S PRO SKATER 3

Outskating your friends in THPS3 during a high-energy multiplayer session is the ultimate skating adrenaline rush. Here are some hidden half-pipes that'll help you pound your buds in Graffiti and help you keep your distance in King of the Hill.

Suburbia
See that big-ass mansion back yonder? Maybe you've broken through the window and scored the Secret Tape, but the game's been out for six months. Who hasn't? But remember that first jump once you broke past the old man? Get on the opposite side of that half pipe (the side close to the mansion) and push Up. If you have enough speed, you'll be able to hop onto the roof of the mansion. There you'll find a nice couple of ramps that should get you lots of points, no interference and a nice hiding spot.

Los Angeles
You know it's there, you just might not have thought to use it in multiplayer. You know the half-pipe you have to Japan Air into? Use that to score mondo points in a hurry. And if anyone tries to interfere, it's easy to escape.

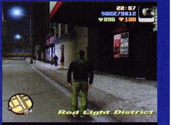

High above the strip mall

GTA3: GIVING OUT DIRT NAPS

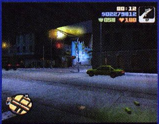
Having trouble with GTA3's toughest missions? We solve parts of Rockstar's puzzle

Staunton Island: The biggest hit

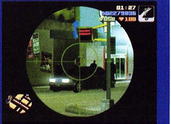
Taking down Salvatore at Asuka's request isn't easy. Our favorite tactic is to grab your sniper rifle and tuck yourself into a dark corner beneath the theater-type building across the street from where Salvatore exits. Line up the height of your shot based on his henchman. One shot and it's Sayonara Salvatore.



Sayonara Salvatore #1



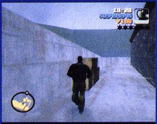
Sayonara Salvatore #2



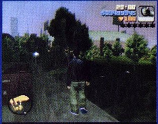
Sayonara Salvatore #3

Staunton Island: Defending the one-armed bandit

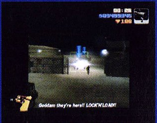
Tearing up the Arms Shortage mission is no easy task. It could keep you up all night. Here's the deal: Machowski's arm-challenged buddy Phil needs help defending his fort against a crowd of Columbian gangsters. To beat him, you'll need to get the Bazooka that you see in the cinema clip where Phil chats with you. But there's no way to get it, right? Wrong. As soon as you talk to Phil, go to the cardboard boxes near the dumpster (ahead and to the left of where Phil's standing). Then climb those and get onto the wall. After that, walk along and jump onto the dumpster where the bazooka is. Blast away at the oncoming cars and be ready to Uzi the stragglers.



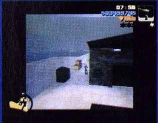
Arms Shortage #1



Arms Shortage #2



Arms Shortage #3

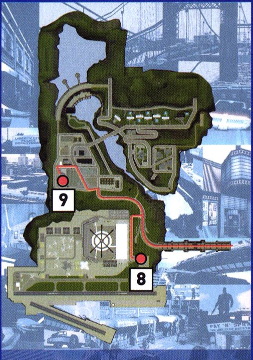


Arms Shortage #4

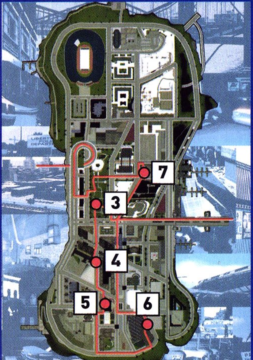
Shoreside Vale: Taking care of business, and Starbucks

Having a tough time rising above the Espresso-2-Go challenge in Shoreside Vale? You're not alone. The trick? Have maps. Which is what you'll find below. The other trick? Be patient and start in Portland. It's a long drive, but with the maps it should take you only one run. If you're ambitious, though, try starting at #9 and ramming #1 at the end. Just remember to get a vehicle with speed and size, and ram right into the Spank stands. We prefer the rugged Cartel Cruiser, but to each his own.

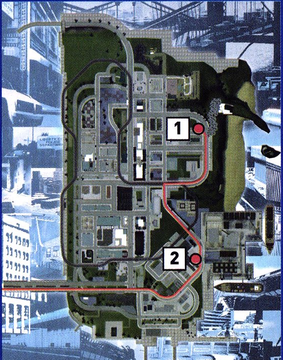
Shoreside Vale



Staunton Island



Portland



Game	Publisher	Score	Issue
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vanishing Point	Acclaim	●●●◖	44
Vegas Games 2000	3DO	●●●◖	27
V.I.P.	Ubi Soft	●●	51
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	●●●	41
War Jetz	3DO	●●	48
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
The Weakest Link	Activision	●●●◖	51
Wheel of Fortune	Hasbro	●●●●	17
Wheel of Fortune 2	Hasbro	●●●●	39
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	●●◖	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	●◖	47
Wild 9	Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
The Wild Thornberrys: Animal Adventure	Mattel	●◖	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◖	39
The World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro	●●●◖	27
Worms World Party	Ubi Soft	●●●●	55
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF SmackDown! 2: Know Your Role	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X-Bladez: Inline Skater	Crave	◖	55
X-Files	Fox Interactive	●●●	28
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25
You Don't Know Jack! Mock 2	Sierra	●●	40

TELL US WHAT YOU THINK

Drop us an e-mail, let us know what you like the best about our Replay section, what you'd like to see more of, and what you could do without. Send your comments to: opm@ziffdavis.com, with REPLAY in the subject line.

REPLAY FORUM

Cont. from pg. 116

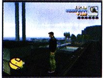
First, find a short guard rail. Such barriers can be found at the S-turn series, or along the bridges. Next, you need to hit the barrier at a relatively steep angle (20° usually works) at over 100 mph. If you do it right, your car should flip over or go through the barrier. Seeing a bus fly off a bridge just looks cool, in a crazy sort of way.

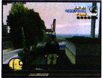
Alan O.
iisven@mac.com

DRUGSTORE
There is a hidden package on top of the Liberty Pharmaceuticals (on the corner opposite Joey's Garage) that I cannot reach. How do I get it?

Mary Rua
m_rua@email.msn.com

This one's a bear. Go to the subway tracks in Portland and run around until you see those two towers to the right. See them? They're called smokestacks and they cause pollution. Moving on,





go onto the girder (the one you see above). Run and jump. It's a bit of a run around the corner from there. But well worth it.

Reader Reviews FORUM EXTRA

Every month we're yammering on about what games to buy and what to avoid. Sometimes you listen, sometimes you don't. Sometimes you agree, sometimes you don't. Sometimes you write reader reviews to opm@ziffdavis.com, and sometimes we publish them.

State of Emergency

What you said: To say that this is a horrible game is a blatant lie. Unfortunately, to say this is an incredible game is just as blatant of a lie. The concept behind SOE was a great one: Wreak havoc in an urban setting and incite a riot. Too bad it was poorly executed. The citizens are already full-on rioting, leaving nothing for you to *start*. SOE gets dull after an hour, but the replay value is pretty high if you like mindless violence. If you liked Double Dragon or Final Fight, I suggest you try this.
Your Score ●●●◖

Craig Eno
tochikanmaster@hotmail.com

And you said this, too: While playing S.O.E a thought came into my head: I wonder if real rioters have this much trouble getting around? There were times in this game where I confused my character with an NPC. The camera dooesn't help either. There were times that I would be escorting someone (which by the way is about 80 percent of the missions) and they would get blown to pieces, and by the time the camera let me see the attackers, my escort was no more. If anything, gamers should just play the Chaos Mode to relieve stress.
Your Score ●●●

David Martinez
maciple1@yahoo.com

> **"While playing S.O.E a thought came into my head: I wonder if real rioters have this much trouble getting around?"**

What else you said: Many questions were asked when SOE was first announced. Will it live up to previous Rockstar titles, or better yet, can it live up to Grand Theft Auto 3? The answer is no. SOE brings to the table a raw beat-'em-up-style gameplay with a lot of flaws. With a lack in camera angles, targeting and originality, SOE was nothing but hype.
Your Score ●●●

Roberto Garcia
songokou@optonline.net

What we said: "I swear the air will turn blue from the amount of swearing I guarantee will be coming from your lips. The word 'frustrating' doesn't even begin to describe it."
Our Score ●●●

Ico

What you said: Ico is an instant classic that mostly any gamer could enjoy. The quiet dream-like atmosphere is as beautiful as it is impressive. If you were a Prince of Persia fan, or a fan of the old Myst series, you can draw some comparison to Ico. This game can't really be pigeonholed into one genre though, since it transcends form and combines different genres into one original game. All in all, I would sum up Ico with one word: beautiful. Whether it is worth the price of admission is totally up to you. But I would rather play Ico for eight hours, than play Summoner for 30. Ico isn't a game you play, rather it's a game you experience, and *that* is the stuff dreams are made of.
Your Score ●●●●●

John Nieves
Johngpr@peoplepc.com

What we said: It's a perfect showcase for the system and a must-have for anyone's library.
Our Score ●●●●●

High Heat MLB 2003

What you said: I'm going wild for High Heat 2003. What a great game. The best all-around baseball on any console, past or present. 3DO took last year's great-playing High Heat, gave it a much needed graphics overhaul, and presto— a masterpiece is born. I truly am in heaven. HH 2003 has fantastic gameplay, fast loading, faster play, Create a player (finally!), excellent play-by-play, and the ability to fine-tune every aspect of the game to *my* specifications! I still may be a slave for EA, but do me a favor and tell them I'm not buying Triple Play this year.
Your Score ●●●●●

Ray Taylor
raytakezo@hotmail.com

What we said: If you love baseball like we do, this may be the only $50 you'll need to spend this summer.
Our Score ●●●●◖

Frequency

What you said: Frequency surpasses all the past music games in multiple ways. It's slick, fun and creative. People who may not be able to enjoy the "music creating" aspect of life can now experience it for only $50. It's the sleeper hit of the year. You must play this game for the enjoyment and experience of this one-of-a-kind title. Love music and new experiences? You'll love Frequency!
Your Score ●●●●

Matt Partington
IZMatt18@aol.com

What we said: It definitely deserves full marks for creativitiy, but it's just not as accessible a music game as PaRappa, or even Um Jammer.
Our Score ●●●◖

Half-Life

What you said: What makes Half-Life so great is its gripping gameplay. Thanks to a user-bindable controller configuration, the controls can't help but feel right. Unlike most first-person-shooters, the user-interface doesn't detract from the intensity of the gaming experience. Perhaps the game's only flaw is in its title—"Have-No-Life" much better describes the degree to which I've been overcome.
Your Score ●●●●●

Randy Sirussi
randster01@hotmail.com

What we said: This is truly an FPS masterpiece and the translation to PS2 is as exceptional as the game itself.
Our Score ●●●●●

AND THE WINNER IS...

Only 10 games won awards in our Readers' Choice Poll, and that doesn't feel like enough awards to satisfy us. So we put on our thinking caps—our big, ugly, styrofoam thinking caps—and came up with the rest of the awards that matter. If you have any offbeat awards you'd like to hand out, it's as easy as telling us by e-mailing opm@ziffdavis.com with the subject line "AWARDS."

The Game We Were All Rooting For Award: Ico
To say the *OPM* staff loved Ico is an understatement. It clearly deserved an award. In the name of fairness we anoint it with a golden-star infused with glitter sticker followed by a smiley face.

BRONZE 100000
15690
7530
60 mph
1:11.77

Best PS2 Sequel to a PS2 Game Award: SSX Tricky
SSX Tricky took a PS2 game we all loved and made it a whole lot better, much to our surprise. In a just world it would have won a real award—but apparently you all like Tony Hawk a lot more.

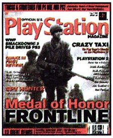
Biggest Laughs Award: Escape From Monkey Island
All we want out of life is laughter, and no game succeeded like Escape from Monkey Island. We laughed, we cried, actually, no. We never cried. We just laughed. Which we liked a great deal.

The College Drop-Out Award: NCAA Football 2002
Eleven-game seasons, competitive recruiting and dynasty mode. If EA Sports was trying to warp the educations of collegiates nationwide, it worked.

Keeping the 2D Dream Alive Award: Guilty Gear X
While this fighter isn't for everyone, it proves that 2D games can thrive. Its visuals are so impressively crisp, those supposed 3D "experts" could learn a thing or two from it.

The Worst Name for a Game Award (tie): Yanya Caballista: City Skater and Giants: Citizen Kabuto
With titles like these there's no reason to play the game. After all, like modern-day movie trailers, they tell all! Thanks for saving us the time, guys.

Premature Exaltation Award: OPM Medal of Honor Frontline Cover
We admit it, we were way too excited about Medal of Honor Frontline way too early. But only because we were expecting it much sooner. Forgive us. Still, we like to think the feature was special, like that kid in your sixth-grade class who only had one ear.



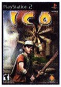
Best Game We Bought for Reasons Other Than the Game Itself Award: Zone of the Enders
Admit it, you bought it for the MGS2 demo, too. There's no shame in that. Is there?

The Would Have Been the Greatest Thing That Happened This Year But Didn't Award: PS2 online
Er, hello? Wasn't this supposed to go down in November? What happened? Tribes. Twisted Metal Online. SOCOM. Like the teens of the '80s needing their MTV, we need our PS2 online!

Most Overwrought Story (Tie) Award: Max Payne and Soul Reaver 2
When it comes down to sheer melodrama (note: drama is good; melodrama, generally, is not so good), we can't think of anything that can top these two masterpieces of intense dialogue. Perhaps *General Hospital* in its heyday. Come to think of it, maybe not.

Nostalgia Gone Wrong Award: Legends of Wrestling
We loved Hulk Hogan, Koko B. Ware and Kerry Von Erich 15 years ago, because 15 years ago we didn't know any better. The joy of playing this game lasted 10 minutes before we realized that there is a surprisingly thick line between retro and has-beens.

Best Box Art Award: Ico (Japan)
Few covers so aptly show off the emotion and spirit of a game like Ico's Japanese box art. Unfortunately, it was in Japan. For the American audience we were graced with...



Worst Box Art Award: Ico (U.S.)
A 20-year-old dude, a windmill and a brown-eyed girl? Wow, can't wait to play that! Luckily people saw through the bad box art and discovered the real Yorda and Ico within.

Worst Game Award: Arctic Thunder
Usually we like to play bad games for laughs. But we couldn't even do that with this jittery train wreck for fear of being overcome by a seizure.

Best High-School Nostalgia Moment Award: Baldur's Gate: Dark Alliance
When we scored the +2 Bastard Sword of Wounding we were instantly 15 years old again, huddled around Dirk, the self-important dungeon master.

Stupidest Ending Award: WWF SmackDown! Just Bring It
It's not that the ending was that stupid, it's that nothing happened. And that nothing happened about 50 times if you beat the game with every wrestler. And nothing happening 50 times is plain stooopid.

Biggest Disappointment Award: PS one
The system isn't the problem. Ol' faithful is still one of the great things going, but where are the new classics? Tony Hawk 3 was one of the rare creations made for a system that sold like gangbusters. What gives? We're not done with the PS one just yet.

Next Best Thing to Lara Croft Award: Stretch Panic
This boob simulator wowed us all. Gratuitous? You bet. But fascinating nonetheless. Wouldn't you say?

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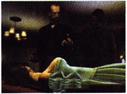
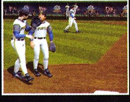
CAPTION CONTEST

We select a screenshot, you come up with a funny caption. Send your hilarious entries to opm@ziffdavis.com with the subject of CAPTION CONTEST.



CAPTION THIS

WINNER!



"We've just been sold to a group in Montana. We're now the Butte Pirates."

Peter Mahler,
PMahler@broadband.att.com

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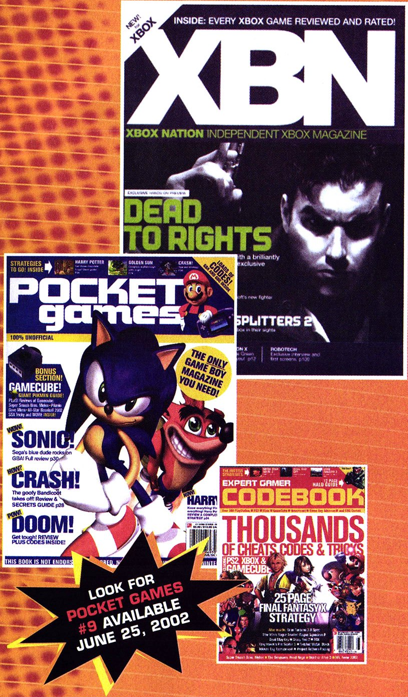
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June 2002
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OFFICIAL U.S. PlayStation MAGAZINE

Bounty Hunter

The Star Wars universe is filled with wretched hives of scum and villainy. And we're not talking about the Darth duo. We're talking about the bottom-of-the-barrel cut-throats. IG-88. Greedo. Boba Fett. Jango Fett. Wait, Jango Fett? That's right. Not only will we feature the latest (greatest) game in the Star Wars series, we'll tell all about the most terrifically badass bounty hunter ever born.

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ELECTRONIC GAMING MONTHLY

Resident Evil

If you're a GameCube owner looking for a good scare, look no further than the Resident Evil remake. You'll also find a GBA 2002 forecast and an exclusive Robotech Xbox blowout.

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GAMENOW

Dragon Ball Z

An in-depth look at the latest Dragon Ball Z games will keep you on your alphabetical toes. Plus, info on Spider-Man and a strategy on the very popular Maximo: Ghosts to Glory.

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SimCity 4

SimCity 4

Remember when you couldn't stop playing The Sims? Well, the creators are returning to the original, beloved franchise with SimCity 4. Also: playables of Hitman 2 and WarCraft III.

Editorial content subject to change

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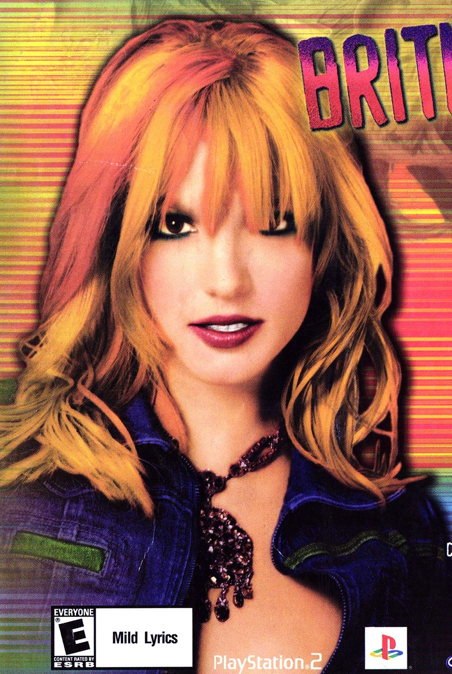

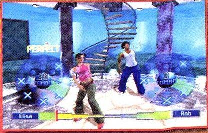

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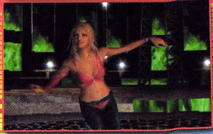

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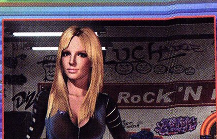

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